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SCREAM TEST!

Horror of horrors!
Is Elvira a monster hit or what? page 32

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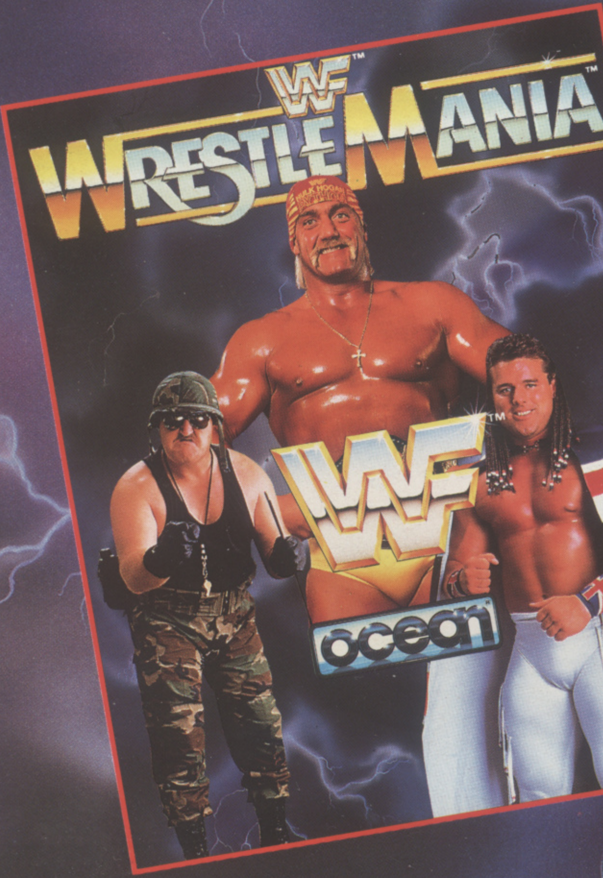

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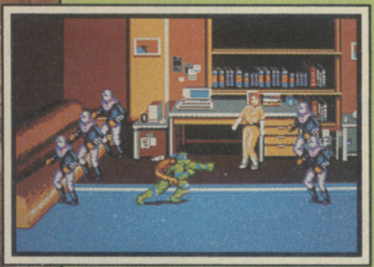

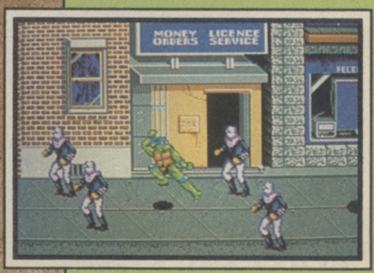

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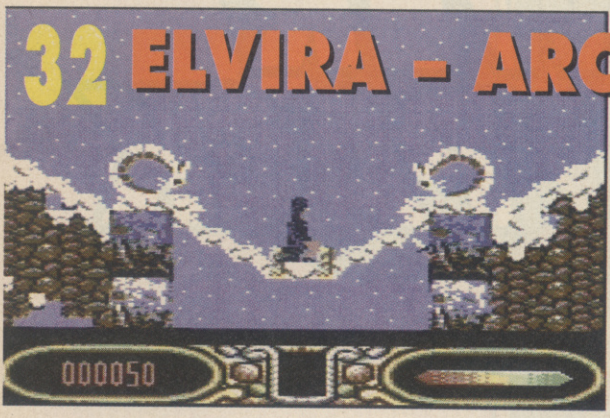
A hearty dozen games are reviewed this month as the BIG season really kicks in. If you want to know what to buy, make sure it's been...

POWERTESTED!

32 ELVIRA – ARCADE STYLE

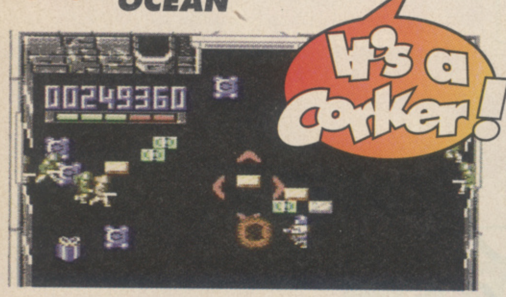


FLAIR

Elvira the voluptuous returns to the 64 in a running, chasing, spooking and otherwise shooting platformer crammed with ghoulies, ghosts and unreasonably large monsters.

36 SMASH TV

OCEAN



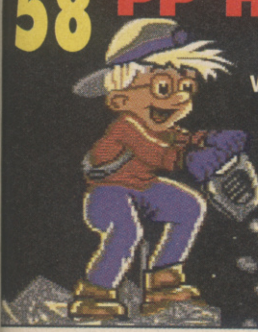
SF, violence, greed and speed meet up in this conversion of Williams' coin-op hit. It's an endless death-fest from start to finish – and it could be game of the year...

44 RUCK CITY

DOMARK

Now the thumping action of the real thing has left our TV screens, it's time to tackle Domark's Kick-Offish simulation. Sweat, blood, the World Cup and broken joysticks ahoy. It's rugby all right. But is it worth a try?

58 PP HAMMER

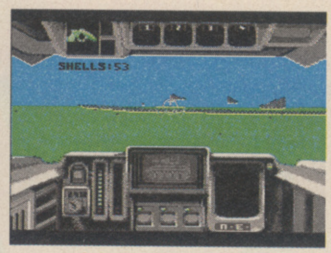


DEMONWARE

When old fashioned fun meets spritely graphics, you've got PP Hammer and his Pneumatic Drill...

81 BATTLE COMMAND

OCEAN



Control one beast of a tank in some of the toughest missions since The Battle of the Bulge.

POWER PACK 15

2
Commodore
DANDY
EQUINOX
POWER PACK
RUGBY
ELVIRA
THE ARCADE GAME

ELVIRA

FLAIR

Take Elvira through the Realm of Fire in this specially coded playable demo. You'll be totally spellbound. Try it!

EQUINOX

MICROVALUE

Stop the reactor complex from being blown to bits from a meltdown in this frantic flick-screen shoot 'em up.

WORLD CLASS RUGBY

AUDIOGENIC

More rugby! Yep, the big A have got an up and under sim of their own coming out and you can try it first on our demo. It's the safest way to scrum by half.

DANDY

ELECTRIC DREAMS

This excellent one- or two-player *Gauntlet* lookalike will keep you crouched in front of the screen well into the early hours. The denizens of these dungeons are deadly indeed, so enter only if you dare! Bleugh, heh, heh, heh, heh...

15 DECEMBER 1991

GAMES

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Super Space Invaders, WWF, Mega Twins and *Double Dragon III* and more *Elvira*
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Uppers, downers and a special compo
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48 BUDGET GAMES
Roger Frames gets stuck into Indiana Jones, and ends up in a fix
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68 INSIDE INFO
Techie questions solved. And a rare selection of PEEKs and POKEs
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The last of the present series
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Apex carry on coding *Creatures II*
90 NEXT MONTH
CF's future unveiled

QUICK START

FULL GAMES

DANDY

Take sword and spellbook and go forth unto the creepy scum by putting a joystick into port two (or both ports if someone else is also playing) and slice or fry anything that moves.

EQUINOX

Stick your 'stick into port two and explore. Shoot anything that moves (that ought to go without saying). If something doesn't move, try picking it up and taking it somewhere and see what happens.

DEMOS

WORLD CLASS RUGBY

By all means slam your joystick into port two and go for a try against the toughest team there is. But we think you're going to want to read the instructions carefully and think about the best way to bruise the All Blacks. Have fun.

ELVIRA THE ARCADE GAME

Help yourself to a huge chunk of the new arcade game featuring the world's best loved vamp. Put the joystick into port two and enter the realm of fire. But don't get burned. What a scream.

NO LOAD ZONE!

If your tape should fail to work properly follow these simple instructions:
1) Switch off the machine, and start all over before you try loading again.
2) Check that your machine is not faulty, by loading a piece of software you know works properly.
3) If all attempts fail, put the tape in a strong jiffy bag, with a Stamped Addressed Envelope, and send it to:

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Halesfield 14,
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Shropshire,
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Ablex will swiftly send you a replacement cassette. Please DO NOT send the tape to *Commodore Format* in Bath, as this will slow down the replacement process.

NO LOAD ZONE!

POWER PACK

Date the mistress of the dark in this hot little demo from her new arcade game. And if you've got any energy for sport after that, give our rugby demo a try. And when you get an appetite for epic adventure take your pick: dare to duel with the denizens of Dandy's dungeons or avert an atomic apocalypse in* Equinox. *Go on, live – a little...

WORLD CLASS RUGDY

AUDIOGENIC

JOYSTICK IN PORT 2

If you want to give the All Blacks a hard time after they whipped England at Twickenham and Scotland in Cardiff, load this now. There are quite a few instructions here, but this is a mammoth mauler of a demo from Audiogenic. Here we go.

The player you're controlling moves in the direction you hold the joystick. There are also some control keys used for set-pieces (pre-programmed plays). We'll come to this shortly.

The player you control is obvious by the marker over his head. Control always changes to the player nearest the ball.

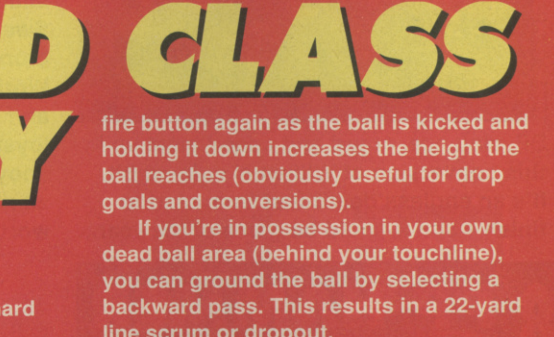
Press fire and select a direction (in that order) to pass the ball. When you let go of the fire button the ball will be passed to the player in the best position to receive it. You can perform a dummy pass by centering the joystick before releasing the button.

If you select a forward direction with the joystick, the player kicks the ball instead of passing it, the strength of the kick depending on the amount of time you keep the button pressed. The exact direction is modified by the small dot on the bar underneath the player with the ball. Pressing the fire button again as the ball is kicked and holding it down increases the height the ball reaches (obviously useful for drop goals and conversions).

If you're in possession in your own dead ball area (behind your touchline), you can ground the ball by selecting a backward pass. This results in a 22-yard line scrum or dropout.

To score a try, press fire while in the opponent's dead ball area or press fire and push the joystick in the direction of play, to dive over the line.

When you hold the fire button down with the joystick centred you gain control over the player on your team in the best position to tackle the opposing player with the ball. To tackle a player, press fire in the direction you're running. If nothing happens it's because you're too far away to tackle. Centre and press fire again to



Doesn't this strike you as a more appealing way of playing the game than the traditional and somewhat more painful method? Play a full match against the computer without getting a boot in the face

pick a more appropriate defender. When you're tackled you can attempt to pass the ball before you hit the ground. Otherwise, the ball is released anyway and a ruck takes place.

Set Pieces

When your team is putting in for a scrum or line-out, you can choose a special play. The appropriate menu appears automatically. Move the joystick in the direction matching the choice you want to make and press fire to select it.

Rucks and Mauls

A ruck takes place when a tackled player releases the ball (a ruck is like an impromptu scrum; a maul often precedes a ruck). Both sides' forwards automatically rush in. As soon as yours are in position, you can control them with the joystick. Waggle it like hell from side to side to push forward and up or down to pass (assuming you gain control).

The coloured arrows which indicate the position of the ball, show which team is winning. The number of players in a pack and their weight determines how easy it is to push back the opposition – but stamina also counts. This decreases the longer the ruck continues. If the ball reaches the back of the ruck or if the ruck is about to collapse then the ball is passed to the scrum half.

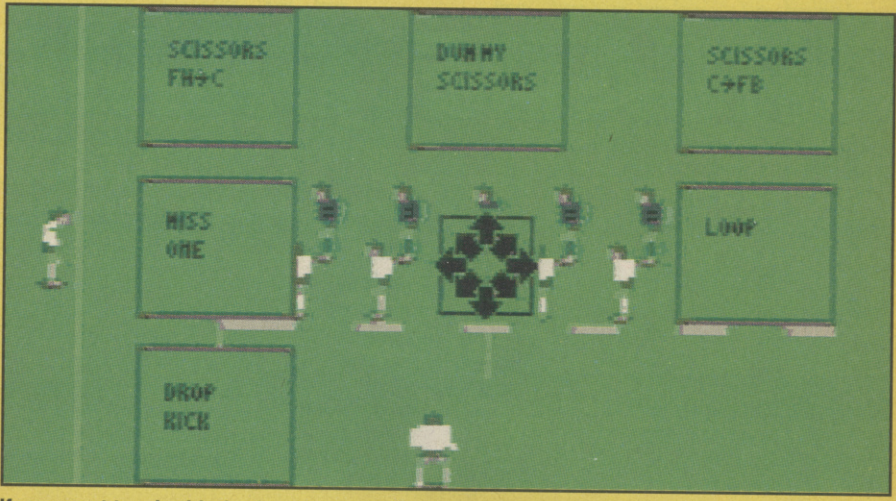
Scrums

A team whose scrum it is can choose a special play. Then, when fire is pressed again, the ball is automatically thrown in. Controls are the same as for rucks.

Line-outs

When the ball goes into touch during play, play restarts with a line-out. The team throwing the ball in can select a special play (then press fire again to throw the ball in). The length of the throw depends on the position of the dot in the bar below the hooker. Press fire to make the player in the best position jump for the ball – if he makes good contact, he'll palm the ball to the scrum half or the hooker, and away you go.

Mud in your eye



If you want to win this forthcoming match, practise the set-piece moves like this line-out. Move the joystick in the direction of the play you want to make and press the fire button. Then watch what your players do. Once you know where they're going to run you'll be able to take advantage of the other team's disposition.

Drop-outs: A drop-out is a drop-kick taken by the defending team. When both teams are in position and the fly-half is ready to kick, refer to the panel in the bottom left of the screen. This has a crosshair that controls the power and direction of the kick.

The vertical line controls direction; press fire to select it. At this point, the horizontal line starts to move. Release fire at the point you want the kick to take place (the higher the bar the more powerful the kick). Remember to press and hold fire as the kick takes place, to alter the loft of the ball.

Conversions and Penalties

After you score a try you can attempt a conversion. Use the rader to help judge the strength and direction of the kick. If you're awarded a penalty you can kick the ball into touch, for goal or attempt one of the pre-programmed special moves.

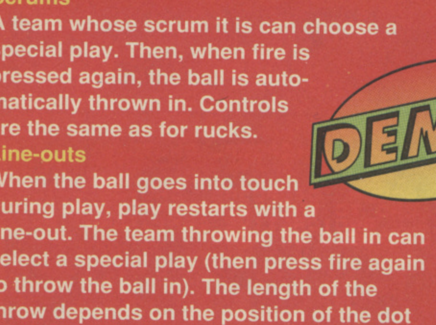
Special Plays

Most of these are automatic and are triggered by the scrum half. However, you can terminate a move by holding down fire while the player is in possession. The **Blind side (scrums only)** allows the fullback to go down the blindside with the left winger in support. The fullback makes his run when when the ball is thrown into the scrum, so the ball should be held long enough for him to reach position.

In the **Number 8 move (scrums only)** the No.8 breaks from the back of the scrum with flankers in close support. There are two **Scissors moves**. Their aim is to switch the direction of attack, thereby confusing the defenders. **Dummy scissors** is identical except the final pass is not made.

Those are just a few of the tricks on offer, but you'll get just as much fun out of trying new ideas. Get stuck in...

DANDY



Graphics take second place to playability in this classic hack and slash fantasy challenge. Go get those critters and give them a taste of a deadly fireball or two

ELECTRIC DREAMS

JOYSTICKS IN PORTS 2 AND 1
(in that order)

If you're a fan of arcade adventures in the *Gauntlet* mould you're going to flip when you load this one up. It's a one or two-player game in which you've been called by the council to clear the bugs, ghosts and slime infesting one of their poshest dungeon complexes – or something like that. Actually, there's a choice of four levels of dungeon to start on and they're all just as over-populated by baddies.

When you get stuck into the mayhem, it's pretty clear what you have to do to survive. Throw spells like crazy at anything that moves (who isn't a friend playing with you), pick up new spell supplies, keys and food. Keys work automatically and you can change spells with the function keys.

Keep an eye on your health. You'll snuff it before you can say, 'Something bad's about to happen' unless you regularly rest and eat.

Use the chimneys to take shortcuts into different rooms but don't bother remembering where they lead, there's no need. Don't set the difficulty level too high at first or you'll find yourself playing very short games.

If you've ever played *Druid* or *Warlock* there's a good chance you'll last a few seconds longer than you would otherwise. You've been warned.

ELVIRA – THE ARCADE GAME

FLAIR

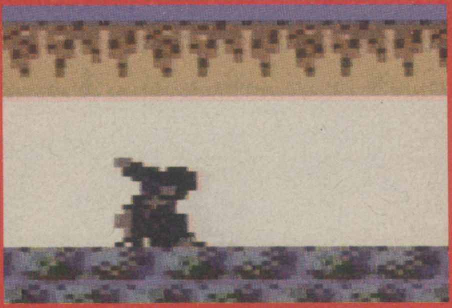
JOYSTICK IN PORT 2

She was never far from our hearts but now your can get her into your cassette player thanks to Flair's tasty and perfectly playable demo of her journey through the realm of fire. Hot stuff! (Come on, it had to be said.)

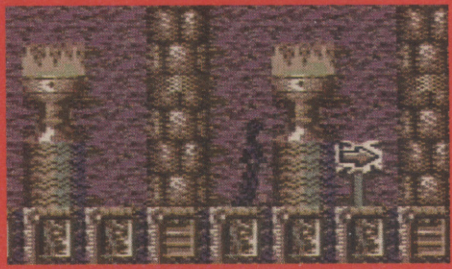
Apart from the fact that it ranks as one of the largest demos we've ever run, there isn't a lot to say about this without giving away those things best left for learning as you play.

It's worth knowing that there are three breeds of monster – the first look like evil priestesses who wander around on the top level. The next are giant wasps who buzz you when you're stuck on platforms. The third are fireball-spitting mutant guard-dog things. Fortunately, these don't move. Watch out for lava pits, they're extremely dangerous.

When you reckon you've cracked it and you're ready for some more, turn to our PowerTest on page 32. Even if you haven't cracked it, you might be able to pick up a few useful tips from the review.



No she isn't taking a bow. Elvira can't take the heat when she's up to her neck in it



Walk this way: Elvira herself stalking the palacial realm of the fire level

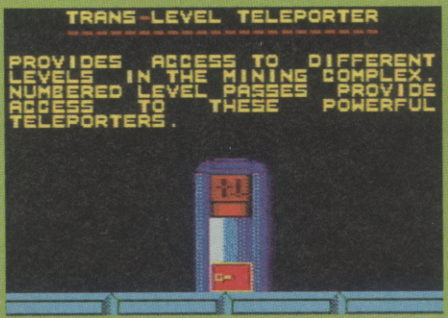
EQUINOX

MICROVALUE

JOYSTICK IN PORT 2

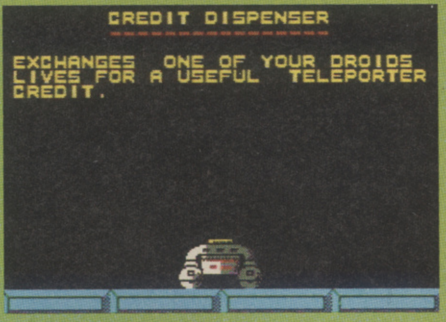
Older C64ers may remember this beaut of a game coming out four or five years ago, and may have wondered what became of it. Well, here is the full version of *Equinox*, especially for you.

Control a versatile little robot in its attempt to save the base from going kaboom. All the shooting and stuff will be obvious when you get going but there are some important objects to look out for (illustrated and explained here). Get ready for a real challenge and turn the volume right up.



TRANS-LEVEL TELEPORTER

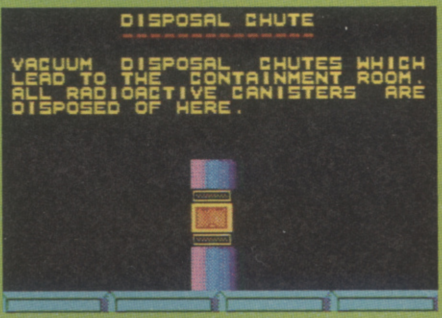
PROVIDES ACCESS TO DIFFERENT LEVELS IN THE MINING COMPLEX. NUMBERED LEVEL PASSES PROVIDE ACCESS TO THESE POWERFUL TELEPORTERS.



CREDIT DISPENSER

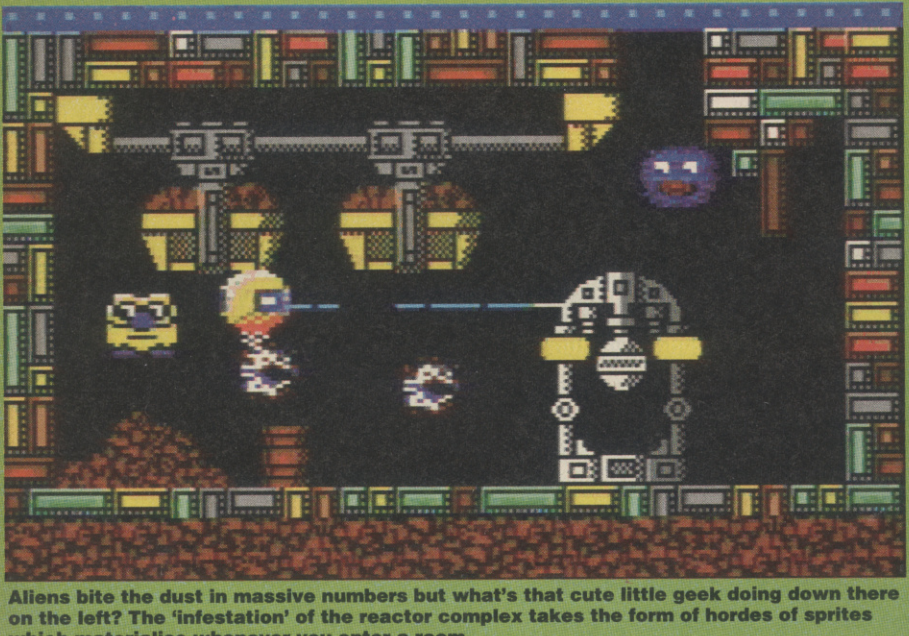
EXCHANGES ONE OF YOUR DROIDS LIVES FOR A USEFUL TELEPORTER CREDIT.

Once you can identify the five kinds of installation scattered through the reactor complex, your task becomes a bit easier. The next trick is to learn the order in which you have to use them

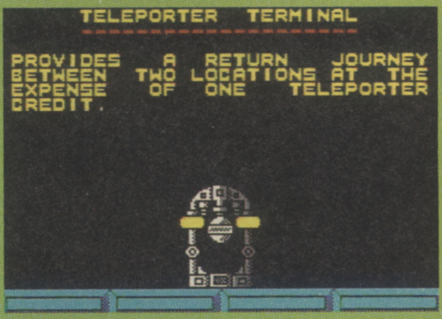


DISPOSAL CHUTE

VACUUM DISPOSAL CHUTES WHICH LEAD TO THE CONTAINMENT ROOM. ALL RADIOACTIVE CANISTERS ARE DISPOSED OF HERE.

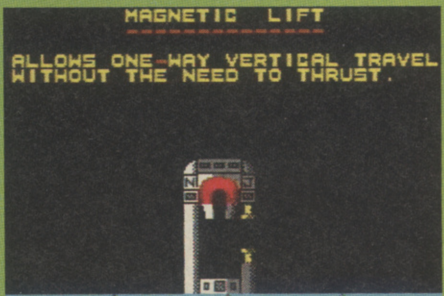


Aliens bite the dust in massive numbers but what's that cute little geek doing down there on the left? The 'infestation' of the reactor complex takes the form of hordes of sprites which materialise whenever you enter a room



TELEPORTER TERMINAL

PROVIDES A RETURN JOURNEY BETWEEN TWO LOCATIONS AT THE EXPENSE OF ONE TELEPORTER CREDIT.



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Screen shots from Coin-Op version.

MISSION 2 TIME 35 HIT 7/8
LOCK ON

MISSION 6 TIME 53 HIT 1/9
LOCK ON

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Screen shots are intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

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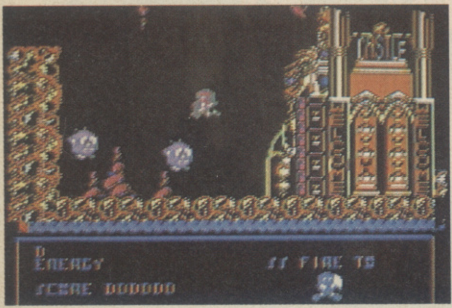
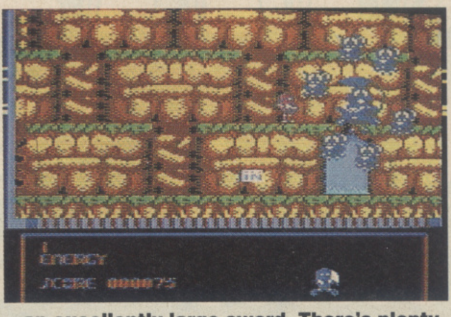
EARLY
WARNING!



Horror monsters eh? You just can't get rid of the blighters. Unless of course you own...



...an excellently large sword. There's plenty of hacking to be done throughout the game

MEGA TWINS

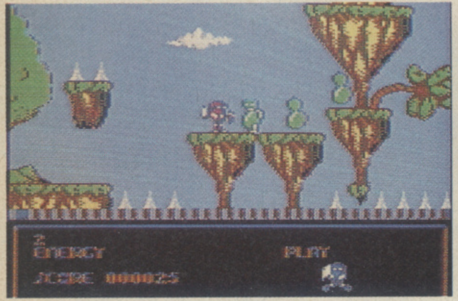
As if to bring a splattering of mischief to the proceedings, here come the *Mega Twins*, a colourful conversion of a Capcom coin-op, by US Gold. These devilish sword-waving brothers are the king's only sons (well they were until a dragon invasion killed all the other people, including the king). Now, fifteen years later, the twins are ready to hack, slash, maim, kill and mash the bad guys (ie everything that moves), capture the Dragon Blue Eyes, and put the world to rights. The action rages across six levels across the kingdom; under oceans, through forests and caves.

So far, the speedy and colourful sprites look chunky and pretty

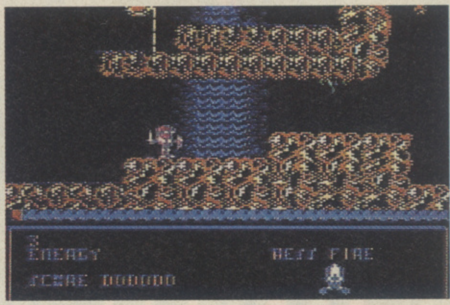
To help you out along the way there are coins, power-ups, extra weapons and even snazzy bits of magic to be picked up and used on the villains. The chunky and colourful arcade-style graphics coupled with a cheeky sense of humour and jingly soundtrack should appeal to *Bubble Bobble* and *Rainbow Islands* fans who'll probably enjoy playing in one or simultaneous two player modes. It looks as though it'll really come into its own in two player mode because, and let's be honest, who wants to face a dragon invasion and certain death without some help?

Will the C64 version be as slick as tip-top platformers such as *Islands* and *Bobble*? Will it be received as well as the recent, and really quite brill 16-bit versions? Thankfully, you only have to wait for our review in the next issue of *Commodore Format* to find out for sure. We reckon it's a corker candidate...

Game	Mega Twins
Publisher	US Gold/Capcom
Release	November
Contact	021 356 3388



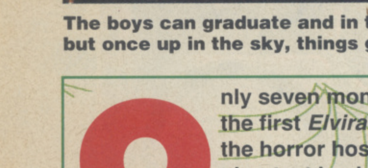
The boys can graduate and in their wings, but once up in the sky, things get tricky



And there's a good deal of exploration to be done, though most of it is dangerous

ELVIRA II
THE ADVENTURE

Only seven months on from the first *Elvira* adventure, the horror hostess with the ghostest is girding her loins for excitement, adventure and really wild times all over again. In *Elvira II*, the action starts in Elvira's unusual house in California, where she is visited by the ghost of Alfronso, ex-King of (ahem) Brest. He explains that his family heirs are long dead and he wants to leave his castle and lands in France to Elvira, if she can prove worthy of his name. So Elvira teleports back in time to conquer the three worlds of the past that were once the domain of the king, before entering the castle.



YOU WOULD STEAL MY LAMP AND LEAVE ME IN THE DARK ....

The Indian chief speaks not with forked tongue but glowing eyes!

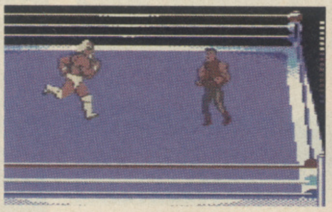
It all looks a lot like the Elvira's first adventure (which was pretty darn good itself) with graphics ported across from the Atari ST and re-coloured on the C64. A new interface has been designed to speed up play and there's a completely new set of control icons and a health status display that shows how well (or not) you are as you battle on.

And, of course, it's all done in the best possible taste...

Game	Elvira II
Publisher	Flair
Release	December
Contact	0661 860260

Will this girl take you for a ride? If she did, would you mind? *Nah*

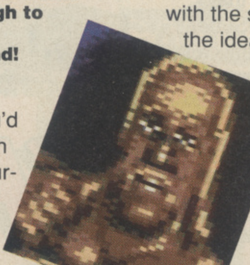
WWF WRESTLING



Hulk's in the ring, he's looking mean, he's running hard, and, that other chap is dumb enough to stick around!

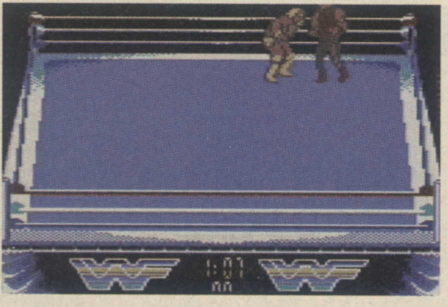
For years and years, wrestlers on telly used to pretend that what they did was serious stuff and no, they weren't acting, really, honest. Now with the American World Wrestling Federation, everyone knows that it's a bit of a laugh (apart from my granny, who still thinks that it's all for real), so we can get on with enjoying the spectacle and stop trying to pretend it's something it's not (like sport for instance).

For anyone who doesn't know what WWF is all about (Terry Waite, the Dalai Lama etc), it's exactly what you'd expect the Americans to do with wrestling. It's loud, brash, colourful and it lets you do lots of jolly fun-type things like jumping off the posts onto your opponent, twanging them with the ropes and pulling their nipple hairs out. All your favourite characters are there including the big one with the silly haircut and, er, the other big one with the silly haircut and, er, well, you get the idea.

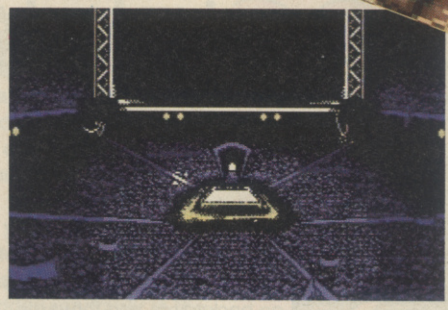


You get to play one of three 'good guys'; Hulk Hogan, the Ultimate Warrior or the British Bulldog and are automatically pit against a bad guy. After the important pre-bout slanging match, where you get to trade insults with the bad guy, it's into the ring and on with the show.

Moves include flying kicks, catapults, jumping off the posts and throwing your opponent out of the ring (you can even climb out of the ring after him and fight in the audience). There's also special moves like the piledriver (!) and backbreaker (!!). One thing's for sure, this ain't cricket.



Mmmmm, looks like Hulk Hogan has a touch of the collywobbles. Poor chap



Ladeeees and Gentlemennnn, it's time for some gripple-grapple action

Game	*WWF*
Publisher	*Ocean*
Release	*November*
Contact	*061 832 6633*

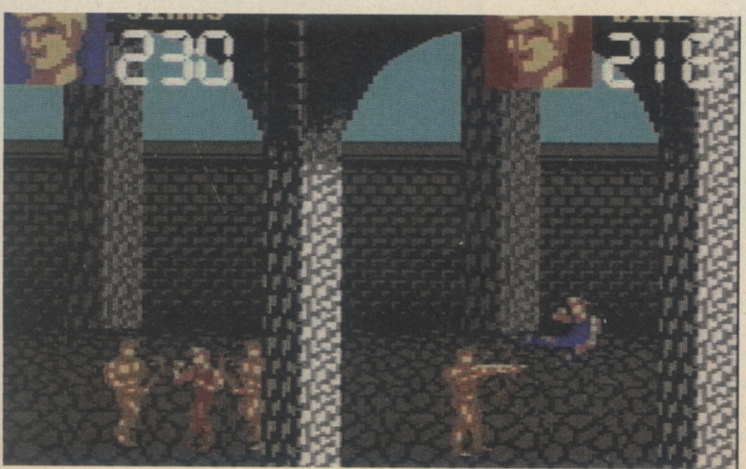
DOUBLE DRAGON III

No sooner does the season of fluffy goodwill loom over the permafrost, than another pair of rippling-muscled martial artists bash in the front door and start beating people up. In *Double Dragon III*, our heroes Billy and Jimmy return for another never-mind-the-plot-just-smash-the-baddies extravaganza of murder and mayhem. Unlike the first two *DD*s, *The Rosetta Stone* is an entirely new game, written from scratch by Battersea based team Storm.

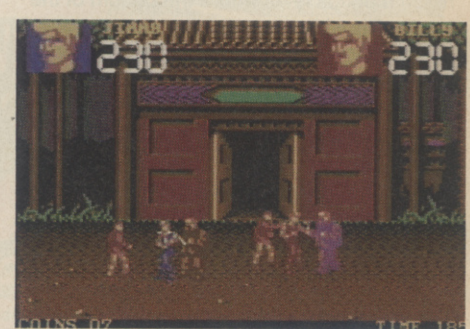
The plot (for plot read, excuse to use nice pictures of Ancient Egypt in the scenery) involves running through forests, castles and towns in search of the three (three?) Rosetta Stones. These are awarded after the ends of the second, fourth and fifth levels, over which the baddies get even badder. One big change from the first two *DD*s is that on the earlier levels there are shops selling weapons, power-ups and extra lives to make the going a bit easier – which is just as well because the nasties can fire plenty of things at you, when they put their corrupt little minds to it.

After collecting the stones, you are whisked off to Egypt to fight your way through three levels of seriously heavy monster-type dudes before confronting the Ultimate Evil, which is a ...well, I won't spoil the surprise.

Double Dragon III is just going through the last stages of playtesting, bug fixing and sound adding and should be out in time for Christmas. We popped into Storm's headquarters for a cup of tea and a gander, and it's looking good. The backgrounds are detailed and colourful, the characters all move well and even when you're being attacked by six monsters (help!) everything's fast and smooth. Twiddle your thumbs for a mere four weeks and we'll bring you that review.



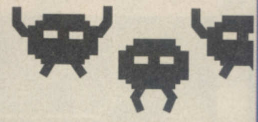
Billy and Jimmy get their brawn together for another rumble in the jungle. Find the stones, beat up loads of characters and take a nice holiday in Egypt



It's another two-player simultaneous affair, but you'll both have to be good to win

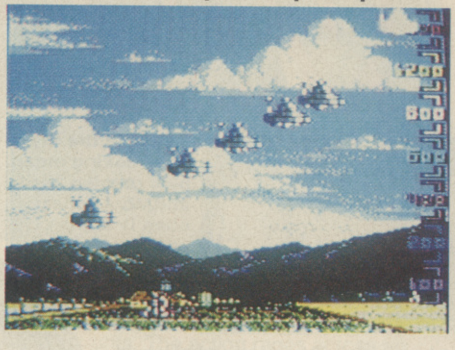
Game	*Double Dragon III*
Publisher	*The Sales Curve*
Release	*December*
Contact	*071 585 3308*

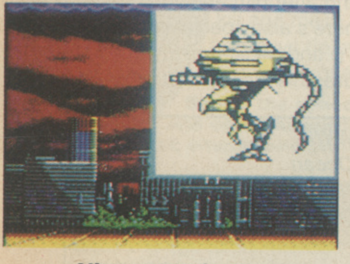
SUPER SPACE INVADERS



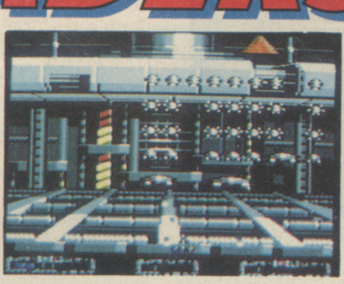
Nostalgia eh? Can you remember when *Space Invaders* first started appearing in arcades? Er, no actually, it's a bit difficult isn't it, since it all happened in the ancient year of 1977. It was sooo long ago the C64 hadn't even been invented, people wore safety pins in the noses and anyone now under fifteen wasn't even born. But then everyone knows about *Space Invaders*, so it probably doesn't come as a surprise that *Space Invaders* is back 1990s style. *Super Space Invaders* is like the original game with whistles, bells and cows added (Cows? Yes, we'll come back to the cows).

They're back, and they mean to turn earth into an alien theme-park. Stop 'em quick

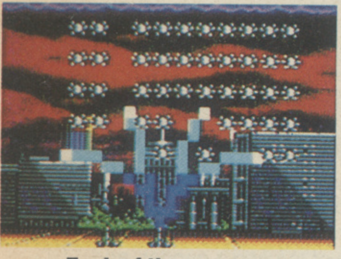




Aliens come in all shapes, but usually this one...



Certain baddies have a habit of growing larger

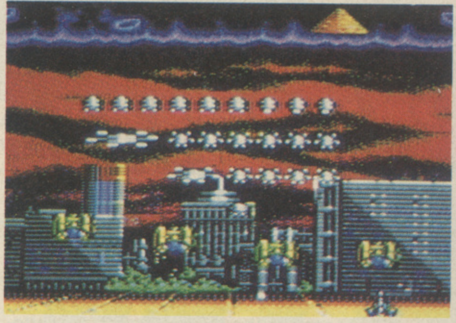


Each of the screens are beautifully illustrated

Rather than being little white blobs that plod across a black screen, the 90's aliens come in all shapes and sizes that whizz, swoop and swirl over gorgeously coloured animated backgrounds.

As well as a new set of sound effects, the aliens split up, re-join and generally make life difficult for any self-respecting earth defender. And then there are the cows. Every few levels, you reach a bonus level where the bottom of the screen fills with cows and the aliens swoop down and try to carry them away. If you shoot the alien, it drops the cow and the cow floats back to earth to keep making milk for the war effort. If you shoot the cow, you'll be thrown out of the Vegetarian Society for certain...

Despite the happy colours, nice noises and cow jokes, in the end all you do is go backwards and forwards across the bottom of the screen, shooting, so long-term fun may be limited. But if you're a big *Space Invaders* fan you might find that the whistles and bells on *Super Space Invaders* turn this thing of beauty a joy forever.



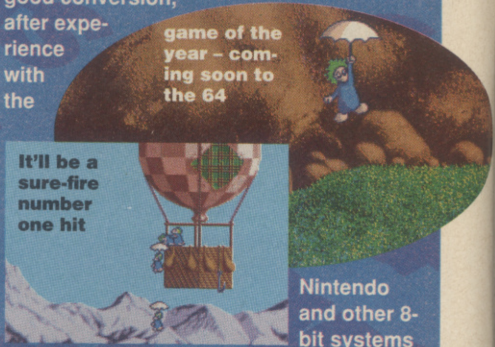
They came, they saw, and they got a fierce kicking from goodly earthling defenders

Game	*Super Space Invaders*
Publisher	*Domark*
Release	*November*
Contact	*081 780 2222*

SNIPPETS

LEMMINGS AHOY!

After months of testing, it looks like Psygnosis will release their monster 16-bit hit *Lemmings*, on the C64. Although the chaps were initially unsure whether the 64 had the power they needed to make a good conversion, after experience with the Nintendo and other 8-bit systems they think they've discovered some new tricks that will make the game possible. A final decision on the go ahead will be taken in the next few days and the game is expected to be out in time for Easter.



game of the year – coming soon to the 64

It'll be a sure-fire number one hit

CHECK THIS MATE

CDS have just released *Colossus Chess* and *Colossus Bridge* at the bargain price of £3.99 each. These two classic games have been around for some time and have a huge following. They're two of the greatest 8-bit boffin games and a real barg for under four quid.

ADIEU ACCOLADE

Accolade have just published their last C64 game, *Cycles*. Over the last few years they produced a range of fine games including the *Test Drive* series, *Jack Nicholas*' golf thingies and *Star Control*. For a full review of Accolade's swan song, see page 78 (actually, it's a bit crap).

MAN THE RAMPARTS

Domark are working on *Ramparts*, a new game best described as a 'wacky' cross between *Tetris* and weird 16-bit power game *Castles*. After rushing against the clock to build your castle's walls, with strangely-shaped blocks, you then have to shoot your opponents walls down and destroy his keep before he destroys yours. *Ramparts* should be arriving around Easter.

Plus, watery speed-and-shoot game *Hydra* will not now be released as a separate game. The coin-op conversion – released on other formats over six months ago – will be held until next year, when it will be used to boost Domark's range of compilation packs. Domark have also decided not to release *Race Drivin'*, but to move the team onto other, more fruitful projects. Apparently, i's simply not up to scratch, so cheers to Domark for keeping some old tosh away from our 64s...

AND FINALLY (THE MORE THINGS CHANGE...)

It's been a most weird month on *Commodore Format* and no mistake. Editor Stevie Jarratt and staff writer Andy Dyer have taken leave of their senses and moved onto a new (and as yet un-named) magazine here at Future Publishing, while two new boysies have been drafted in to fill their comfy chairs.

The new editor is Colin Campbell (ex *Amiga Power* man, games nut and long-term C64 fiend), and our production/everything else person is the very odd Paul Lyons (who's been writing tons of techie stuff for *CF* since Day One anyway).

The strange art people Ollie and Lam are still their exact self sameness, and resident games guru Sean Masterson remains on the case. So, while things are changing, they're not really at all (if that makes any sense). Anyway, a sad farewell to our old chums and hello and hurrah for the new faces. Enjoy the magazine, and keep in touch...

THOSE WIZARD MONSTER HOLOGRAMS!

THE *CF*/MERLIN HERO QUEST STICKER BONANZA

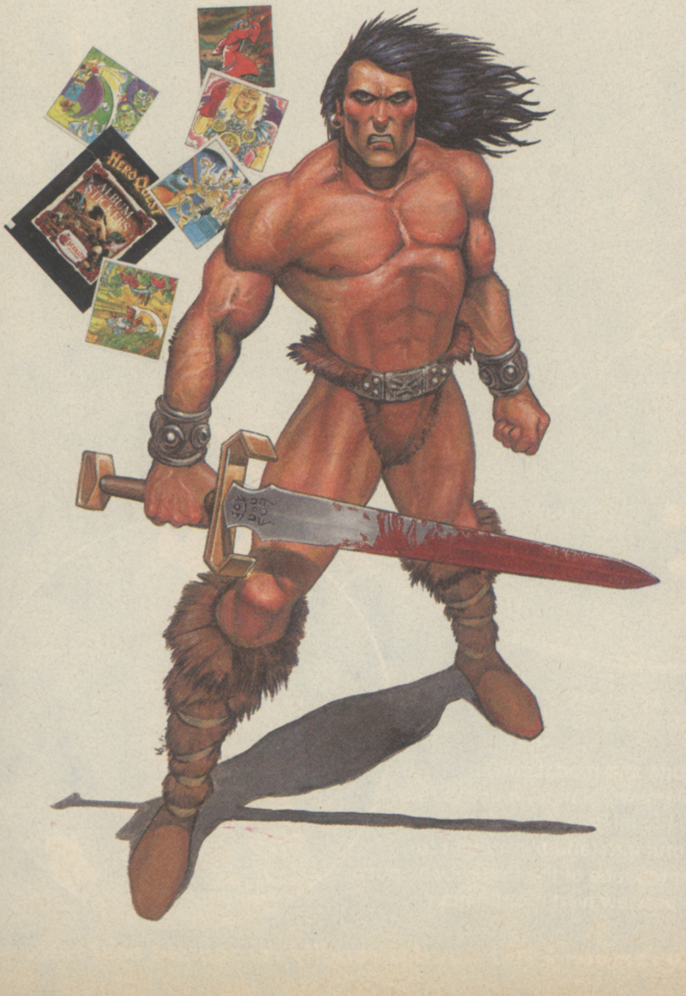
If you've taken a peek at our groovesomely free stickers on the cover, you might be wondering: "What the devil is it all about?" If you're not, then it's probably because you're one of the thousands who're already well familiar with all things Hero Quest.

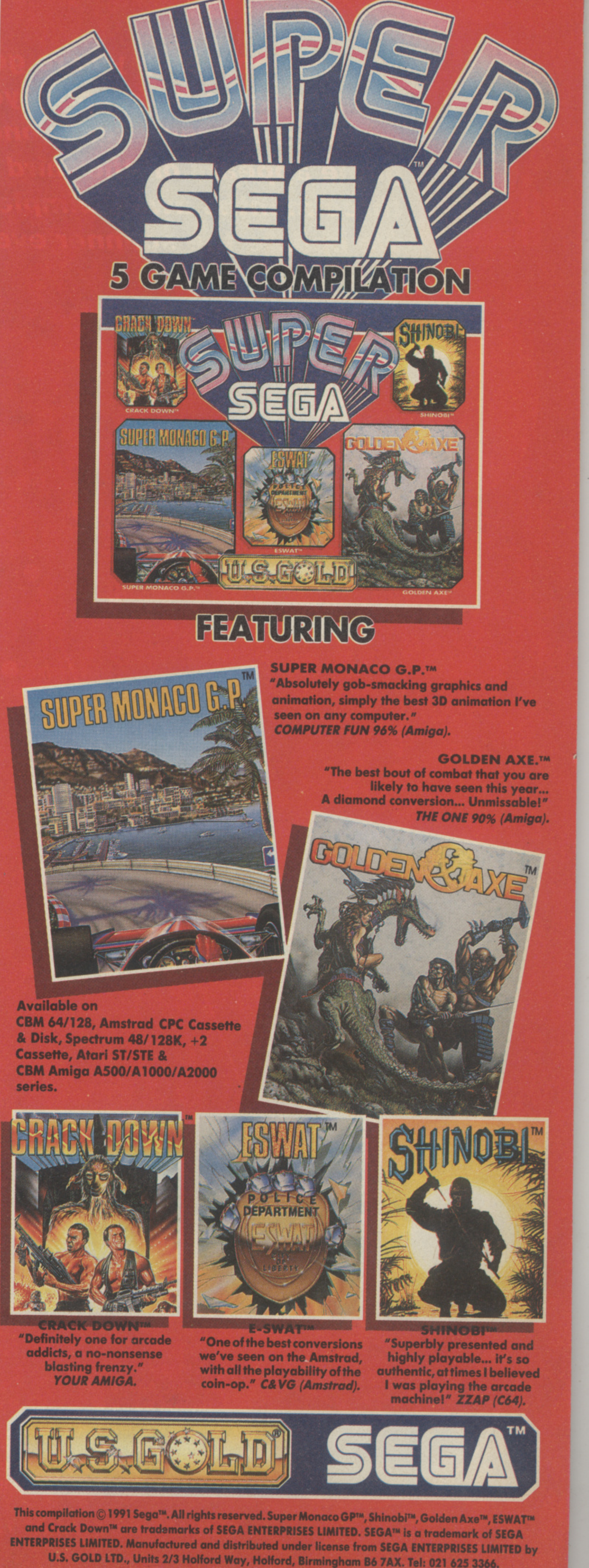
It's a fantasy board game which takes players into a place that's weirdly weird in just about every way. On the board are characters such as a wizard, dwarf, barbarian and elf. You take on these characters, bimble off and start casting spells, slaying beasts and otherwise making mystical mischief.

But that's not where it ends. There's also an excellent C64 version of the game by Gremlin, and an add-on adventure disk (see review this issue). Also, and this is where our offer comes in, there's a sticker collection and album that tells the story of these underworld wanderings.

If the holograms and stickers have tickled your fancy, then it might be worth taking a look at the whole collection of 192 full-colour stickers, that tell the stories of all the game's characters. In this tasty collection are also 24 holograms, hidden randomly in the sticker packets.

You can collect this lot and stick them into a 32-page album that's bursting with the unearthly, the supernatural, and the plain abnormal. You can buy the stickers (at 20p a shot) and album (which costs 50p) at any decent newsagents.

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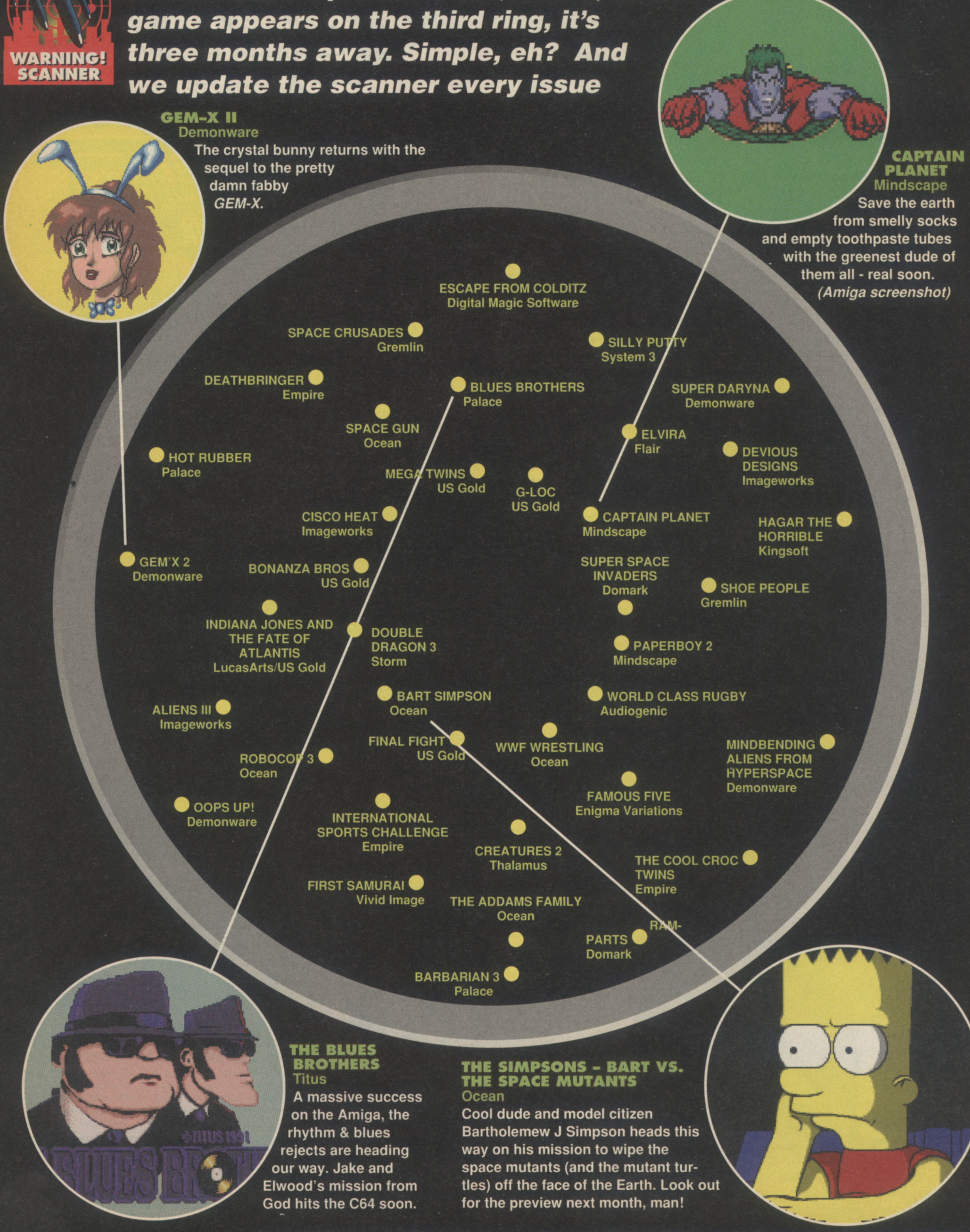
Find out how long you're going to have to wait for that special game by keeping your eye on our scanner. Each ring on the radar represents one month, so if a game appears on the third ring, it's three months away. Simple, eh? And we update the scanner every issue


ESCAPE FROM COLDITZ
Digital Magic Software
SPACE CRUSADES
Gremlin
SILLY PUTTY
System 3
DEATHBRINGER
Empire
BLUES BROTHERS
Palace
SUPER DARYNA
Demonware
SPACE GUN
Ocean
ELVIRA
Flair
HOT RUBBER
Palace
DEVIOUS DESIGNS
Imageworks
MEGA TWINS
US Gold
G-LOC
US Gold
CISCO HEAT
Imageworks
CAPTAIN PLANET
Mindscape
HAGAR THE HORRIBLE
Kingsoft
GEM'X 2
Demonware
BONANZA BROS
US Gold
SUPER SPACE INVADERS
Domark
SHOE PEOPLE
Gremlin
INDIANA JONES AND THE FATE OF ATLANTIS
LucasArts/US Gold
DOUBLE DRAGON 3
Storm
PAPERBOY 2
Mindscape
BART SIMPSON
Ocean
WORLD CLASS RUGBY
Audiogenic
ALIENS III
Imageworks
FINAL FIGHT
US Gold
WWF WRESTLING
Ocean
MINDBENDING ALIENS FROM HYPERSPACE
Demonware
ROBOCOP 3
Ocean
OOPS UP!
Demonware
FAMOUS FIVE
Enigma Variations
INTERNATIONAL SPORTS CHALLENGE
Empire
CREATURES 2
Thalamus
THE COOL CROC TWINS
Empire
FIRST SAMURAI
Vivid Image
THE ADDAMS FAMILY
Ocean
RAM-PARTS
Domark
BARBARIAN 3
Palace
TITUS 1991
BLUES BROTHERS

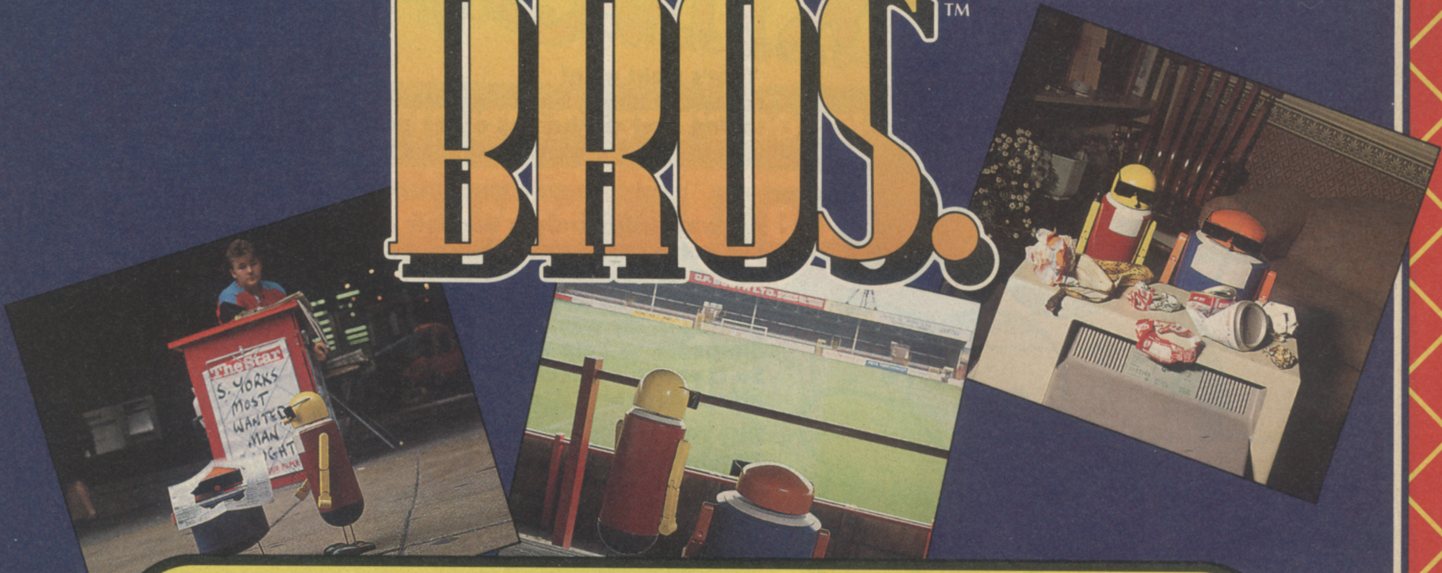
GEM-X II
Demonware
The crystal bunny returns with the sequel to the pretty damn fabby *GEM-X*.

CAPTAIN PLANET
Mindscape
Save the earth from smelly socks and empty toothpaste tubes with the greenest dude of them all - real soon. *(Amiga screenshot)*

THE BLUES BROTHERS
Titus
A massive success on the Amiga, the rhythm & blues rejects are heading our way. Jake and Elwood's mission from God hits the C64 soon.

THE SIMPSONS - BART VS. THE SPACE MUTANTS
Ocean
Cool dude and model citizen Bartholemew J Simpson heads this way on his mission to wipe the space mutants (and the mutant turtles) off the face of the Earth. Look out for the preview next month, man!

BONANZA BROS.™



WHO THE HELL ARE THEY?

JUST WHO ARE THESE GUYS?

Mobo and Robo (Mobo's the good looking one) are the coolest villians you'll ever meet. They rob banks, museums - and innocent computer gamers of their sanity. They're on a mission and they're coming soon. Ask them why they wear dark glasses and they'll tell you... "Our future's so bright we gotta wear shades!"

Available on: ***Amstrad, CBM 64/128*** *Cassette & Disk,* ***Spectrum*** *Cassette,* ***Atari ST*** *&* ***Amiga.***

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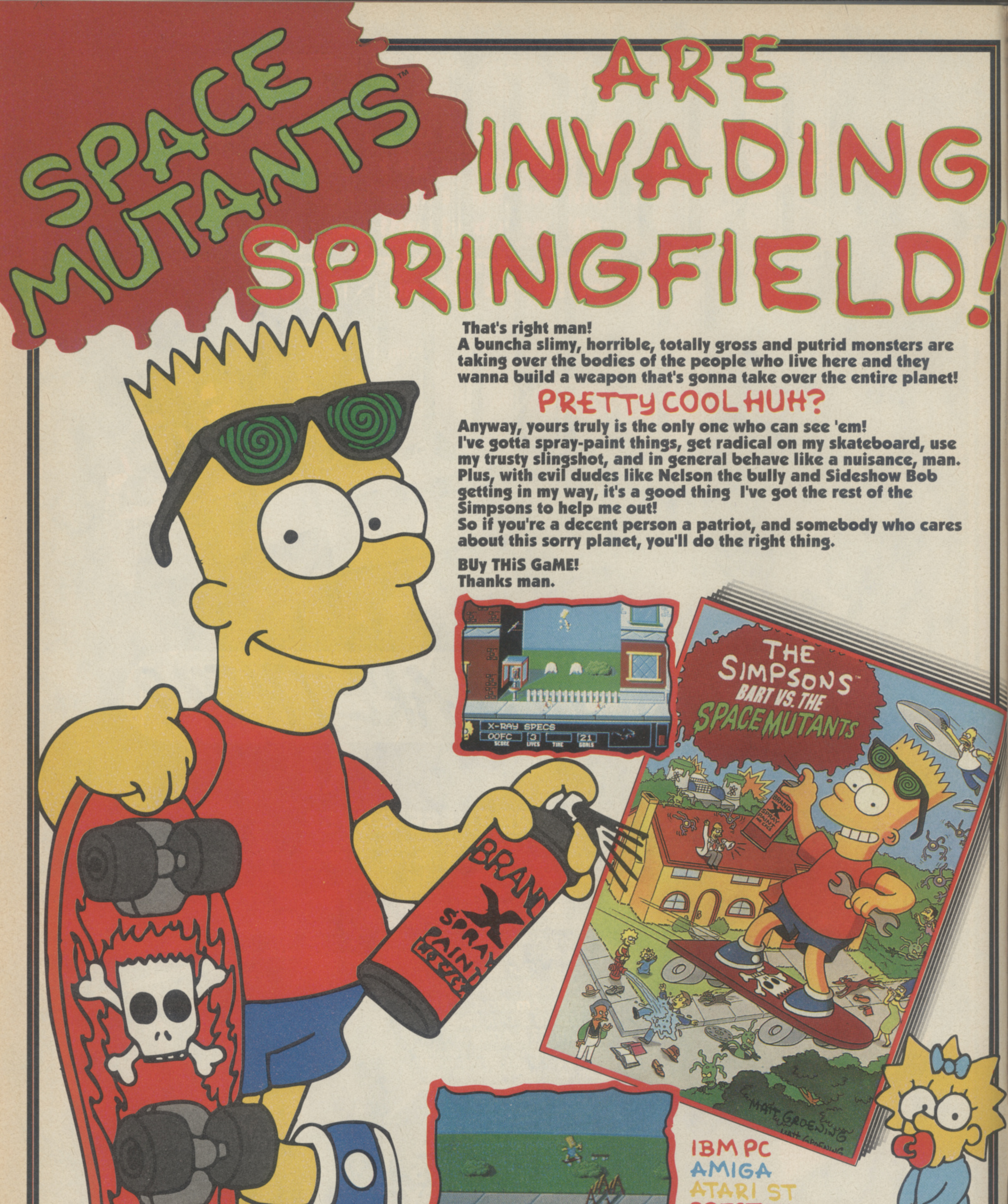
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That's right man!
A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PRETTY COOL HUH?

Anyway, yours truly is the only one who can see 'em!
I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.
Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!
So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

BUy THiS GaME!
Thanks man.

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The CHARTS

The definitive guide to the best-selling C64 games!

▲ GOING UP ■ NO CHANGE ▼ GOING DOWN ◆ NEW ENTRY ❖ RE ENTRY

FULL PRICE GAMES

1	◆	**TERMINATOR 2**	**Ocean**	78%
2	◆	**SPEEDBALL 2**	**Mirrorsoft**	It's a Corker!
3	■	**MANCHESTER UNITED**	**Krisalis**	58%
4	▼	**RODLAND**	**Storm**	82%
5	◆	**FINAL FIGHT**	**US Gold**	NR
6	▼	**BIG BOX**	**Beau Jolly**	NR
7	◆	**RUGBY WORLD CUP**	**Domark**	It's a Corker!
8	◆	**TURBOCHARGE**	**System 3**	It's a Corker!
9	◆	**F16 COMBAT PILOT**	**Digital Integration**	82%
10	▼	**S.C.I.**	**Ocean**	76%

BUDGET PRICE GAMES

1	◆	**NEW ZEALAND STORY**	**Hit Squad**	It's a Corker!
2	◆	**TURBO OUTRUN**	**Kixx**	65%
3	◆	**ALTERED BEAST**	**Hit Squad**	75%
4	▲	**MULTIMIXX 1**	**Kixx**	It's a Corker!
5	▼	**BUBBLE BOBBLE**	**Hit Squad**	It's a Corker!
6	◆	**TURRICAN**	**Kixx**	It's a Corker!
7	◆	**SLIGHTLY MAGIC**	**Code Masters**	38%
8	▼	**MOONWALKER**	**Kixx**	41%
9	▼	**AMERICAN 3D POOL**	**Zeppelin**	It's a Corker!
10	▼	**SHINOBI**	**Mastertronic**	82%

This chart is compiled by Gallup Ltd. © European Leisure Software Publishers Association Ltd. 1991

IT'S THE CF STAR GIVEAWAY – 400 GAMES TO BE WON!

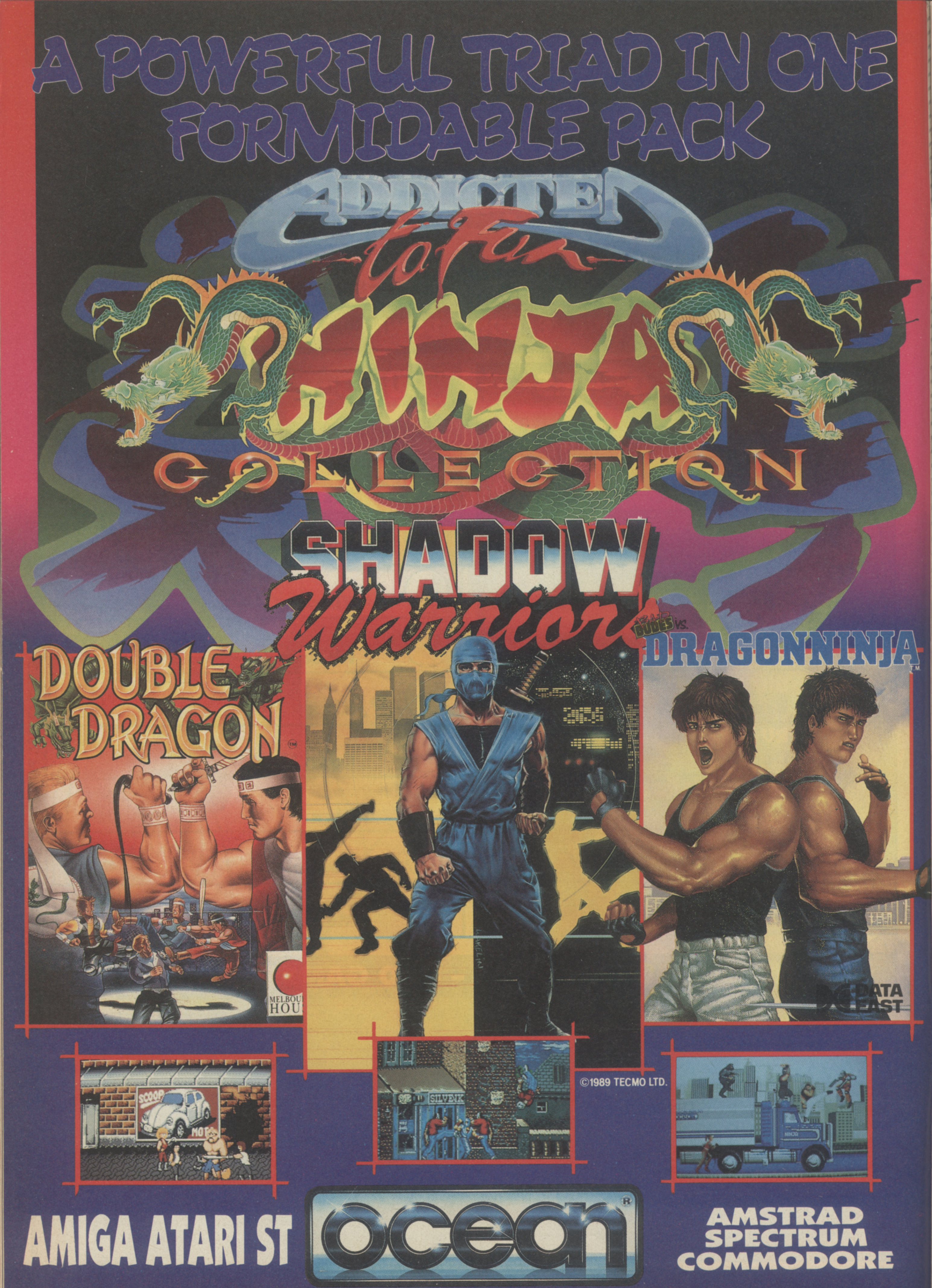
Electronic Zoo have just released a curious compilation of 20 old games, in a package called the Disk Star Collection. Some, such as *Battlefield, Survivors* and *Periscope Up* are classics of their time with smashing graphics and the kind of gameplay that makes a lot of full-price games curl up in a corner and go 'boo-hoo, it's not my fault I'm rubbish'. Others are well, er, a bit crap actually . But even they're good fun (in a silly sort of way). Anyway, we're giving 20 complete sets away free! For your very own copy of all 20 games in the Star Collection, just answer this simple question:

What is the nearest star to Earth?

But, just for the hell of it, you *must* answer the question incorrectly. The most dreadfully inaccurate answers will be the winners, so anyone who sends in stuff like the Sun or Alpha Centauri won't have a hope. Remember, this is a disk only compilation so if you haven't got a 5.25" disk drive, don't enter as you'll only win a very thin but expensive teapot stand. Put your answer on a postcard – or the outside of a stuck down envelope and address it to:

Bit of a crap competition,
Commodore Format,
29 Monmouth Street,
Bath,
AVON BA1 2BW.

Make sure your entries arrive by 30th December. Employees of Future Publishing or Electronic Zoo aren't invited.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GameBusters

What with* Andy Dyer *bumbling off, we've handed over* Gamebusters *to veteran tipster* Andy Roberts *(he's been cracking games for* CF *for months anyway). This month he spikes* Spike, *reveals* Exile, *crushes* Terminator II, *flattens* Last Ninja 3 *and much, much more...

SPIKE IN TRANSYLVANIA

Our rather spanky map and solution featured in *CF13* was, as many of you pointed out, lacking certain rooms and clues. Rather than make some lame apology, here is Part One of the official solution courtesy of **Ash Hogg** and **Dave Clarke** from Genesis software.

From the start in the village blacksmith's on the outskirts of Castle Transylvania, pick up the pair of gloves and the doorknob, then use the doorknob to open the door. Walk left to the next cottage, enter it, and collect the bag of gold sitting next to the fireplace. Leave the cottage and walk right until you bump into the guard at the castle entrance.

Drop the bag of gold next to the guard, who will accept this as a bribe (allowing you to enter the main castle complex). Move quickly through the central corridor, avoiding the energy-sapping ghosts at all costs. Touch the lever in the next room which will move downwards (subsequently de-activating a trap in the lower corridor).

Go through the door in the next room, being careful to avoid the acid spitting moose (!). You now find yourself on the outer flanks—DO NOT pick up the apple, as it has a delicate hemlock flavour. Keep going up the stairs, then climb the ladder in the next room to arrive at the ramparts. Here you will find a glowing green bottle, which contains juice of toad (which you should give to Arbold the wizard later on). You will also find a key here too, which is used further on to release the captured rebels.

Go right into the church and collect the crucifix, which can be used to kill any ghosts you may come across later on. There is also a leg of chicken to be found here, which should be used to revitalise your strength.

Work your way back across the ramparts (avoiding any lightning bolts), down the ladders and through the outer flanks until you are back in the central corridor. Take the door on the right into the rat-infested lower corridor, and walk left until you come to a room with three bats. Continue left, avoiding the bats, but don't go up the stairs just yet—go left into the dining quarters where you will find an energy-replenishing chicken on the table. Walk left once again and continue through the doorway into the kitchens.

Pick up the ploughman's lunch—this must be given to Farmer Piles (ho ho) later on. Go back past the guards the way you came, climb up the steps to the upper balcony, then pick up the key next to the guard.

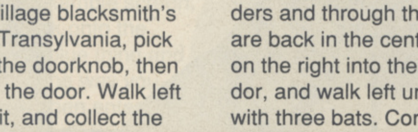
Go back to the far right of the corridor and take the door on the left. Walk along the upper corridor until you come to the dungeon entrance, walk through it, then walk left until you reach a lava pit. Pull the lever on the far left to activate a drawbridge (which allows you to cross a lava pit further on). Head right, ignoring the torch, and unlock the rebel's cell–the dungeon gate will lift up releasing Prisoner One. Walk through the door to the right of the cell, continue left and release Prisoner Two. Go back the way you came, pick up the torch on the way, and once outside the dungeons climb the belfry ladder to your right. You will find a key– pick this up, and continue climbing.

When you reach the belfry, select the gloves in your inventory and touch the rope to ring the bell. This will deafen the bat, stunning it. When it drops to the ground, pick it up and climb back down the ladder. Drop the bat next to the key. **Next month: Part Two...**

FREE GAMES!

Almost. This month's £20 software voucher goes to Warren Pilkington for his amazing POKE listings, and no doubt he'll be spoilt for choice by our tantalising mail order selection. If you would like to get your mitts on one of these prestigious vouchers, send in your maps, solutions, tips, and POKEs to; Andy Roberts' Gamebusters, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.

A final word of warning; we've received a few POKEs and tips taken from other magazines recently—it ruins your chances of winning a voucher, and, well, it's a bit pointless really.



This voucer is redeemable against any items in *Commodore Format*'s mail order section. Items over £20 may be purchased by including a cheque or postal order for the additional amount. This voucher is not exchangeable for the cash equivalent.

VALIDATED

EXILE – CF DEMO

If you're having problems finishing the *CF* demo version of Exile, try some of *Mark Smith's* Action Replay POKEs for a variety of amazing effects.

POKE 41911,255–Unlimited Jet-Pack energy

POKE 41880,255
POKE 41912,255–Gun and unlimited bullets

POKE 41881,255
POKE 41913,255–Icer and unlimited bullets

POKE 41882,255
POKE 41914,255–Blaster and unlimited energy

POKE 41884,255
POKE 41916,255–Shield and unlimited energy

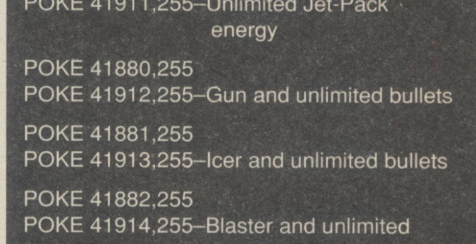
POKE 41879,255–Booster

POKE 46803,173
POKE 41898,15–Unlimited plasma balls

And for the Pythonesque among you...
POKE 46803,206
POKE 41898,(1-255)–To pull droids, birds, imps, etc, from your pockets!

POKE 34446,200–'Dropzone' explosions

POKE 41923,33–Turns you into an imp!



Hurrah. Guns galore in *CF's* demo of *Exile*, if you take a few Action Replay POKEs

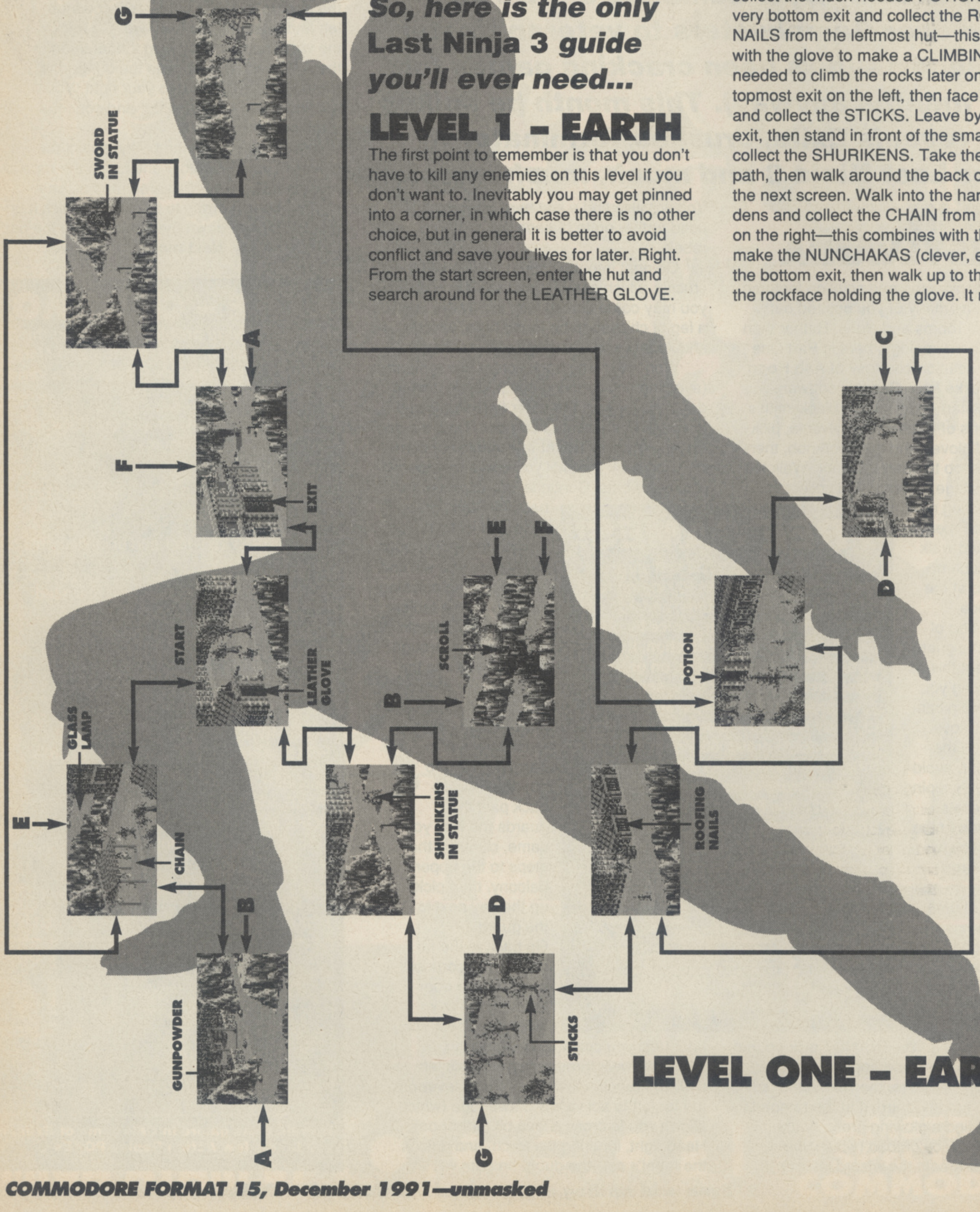
LAST NINJA

It's the most atmospheric, Japanesey (and difficult), beat-'em-up you're ever likely to see, featuring amazing graphics and music.

So, here is the only Last Ninja 3 guide you'll ever need...

LEVEL 1 – EARTH

The first point to remember is that you don't have to kill any enemies on this level if you don't want to. Inevitably you may get pinned into a corner, in which case there is no other choice, but in general it is better to avoid conflict and save your lives for later. Right. From the start screen, enter the hut and search around for the LEATHER GLOVE. Take the right-hand path into the next screen, then the right-hand exit again. Avoid the shuriken-lobbing enemy and collect the SWORD from the statue. Take the lower right exit, then stand just inside the doorway and collect the much needed POTION. Take the very bottom exit and collect the ROOFING NAILS from the leftmost hut—this combines with the glove to make a CLIMBING GLOVE, needed to climb the rocks later on. Take the topmost exit on the left, then face the first tree and collect the STICKS. Leave by the topmost exit, then stand in front of the small statue to collect the SHURIKENS. Take the right-hand path, then walk around the back of the hut to the next screen. Walk into the hanging gardens and collect the CHAIN from the basket on the right—this combines with the sticks to make the NUNCHAKAS (clever, eh?). Take the bottom exit, then walk up to the base of the rockface holding the glove. It might take a



LEVEL ONE – EARTH

A 3

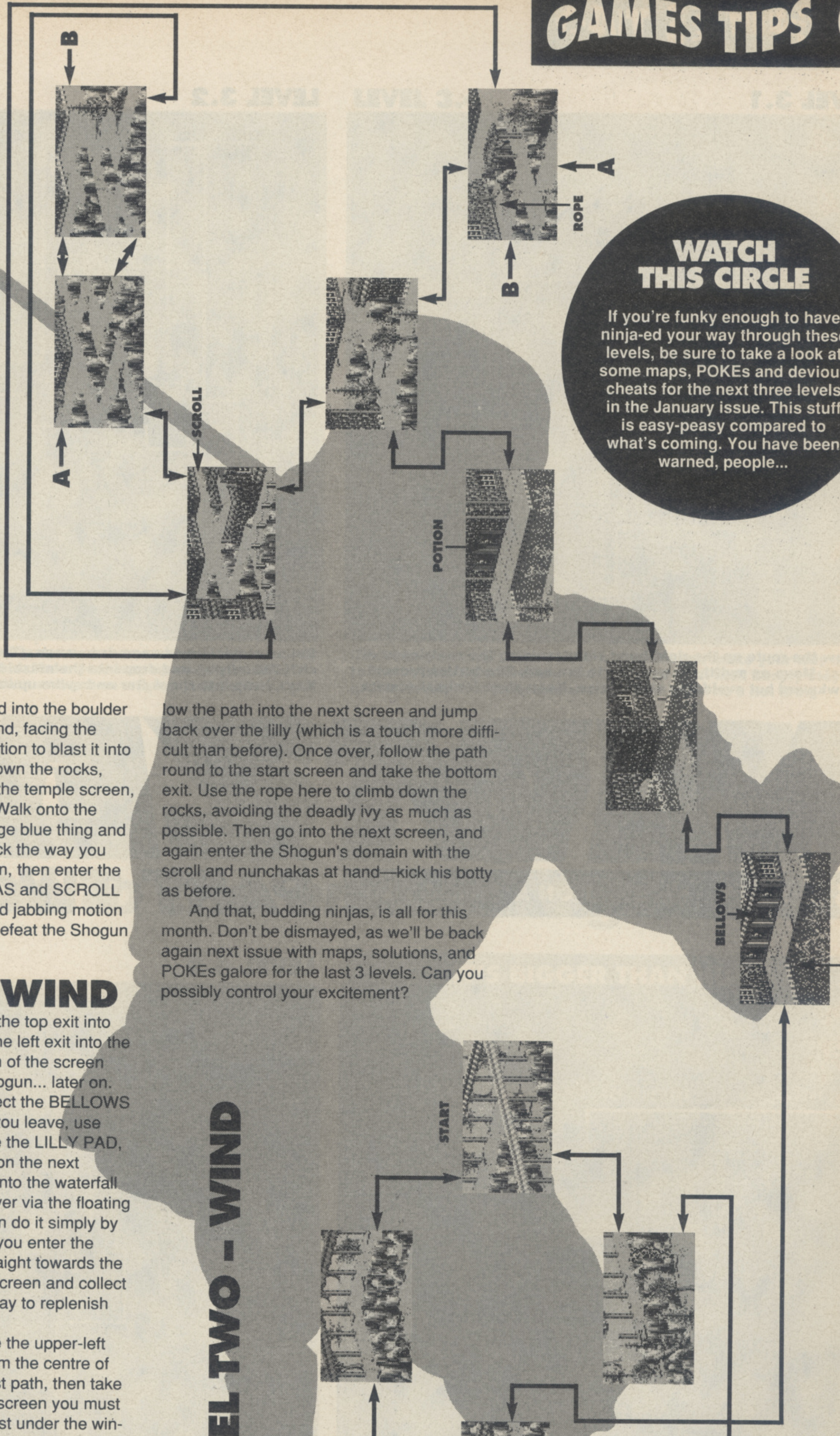
while to find your footing, but once you have, climb up the rocks and go into the next screen. DO NOT go near the boulder (yet), just continue right into the next screen, then pick up the LAMP from the wall. Go back the way you came, down the rocks, and then go through the gateway into the gunpowder section. Holding the LAMP, stand next to the first barrel on the left and use your 'pick up' motion to transform the lamp into a BOMB. This too can be tricky, so keep trying. Switch to the glove, then climb up the rocks again and into the boulder screen. Select the BOMB and, facing the boulder, use the pick-up motion to blast it into the lower gorge. Go back down the rocks, take the left-hand path into the temple screen, then take the topmost exit. Walk onto the boulder, then face the strange blue thing and collect the SCROLL. Go back the way you came, into the temple screen, then enter the temple with the NUNCHAKAS and SCROLL at the ready. Use the forward jabbing motion with the occasional kick to defeat the Shogun with ease.

LEVEL 2 – WIND

From the start screen, take the top exit into the next screen, then take the left exit into the next. The door at the bottom of the screen leads to the end-of-level Shogun... later on. Take the right path and collect the BELLOWS on the next screen. Before you leave, use your pick-up motion to move the LILLY PAD, as it comes in rather useful on the next screen. Take the right path into the waterfall screen and jump over the river via the floating lilly. This is tricky but you can do it simply by pausing for a second when you enter the screen and then running straight towards the lilly. Continue into the next screen and collect the POTION from the doorway to replenish your strength.

Go right again, then take the upper-left exit and collect the scroll from the centre of the screen. Take the leftmost path, then take the upper-right exit. On this screen you must collect the ROPE situated just under the window, but be careful not to venture near the tree—there is a nasty bug in the program which often gets you stuck 'behind' the screen. Take the bottom exit, then the bottom-left path into the scroll screen. Take the bottom-right exit, then the bottom left, then follow the path into the next screen and jump back over the lilly (which is a touch more difficult than before). Once over, follow the path round to the start screen and take the bottom exit. Use the rope here to climb down the rocks, avoiding the deadly ivy as much as possible. Then go into the next screen, and again enter the Shogun's domain with the scroll and nunchakas at hand—kick his botty as before.

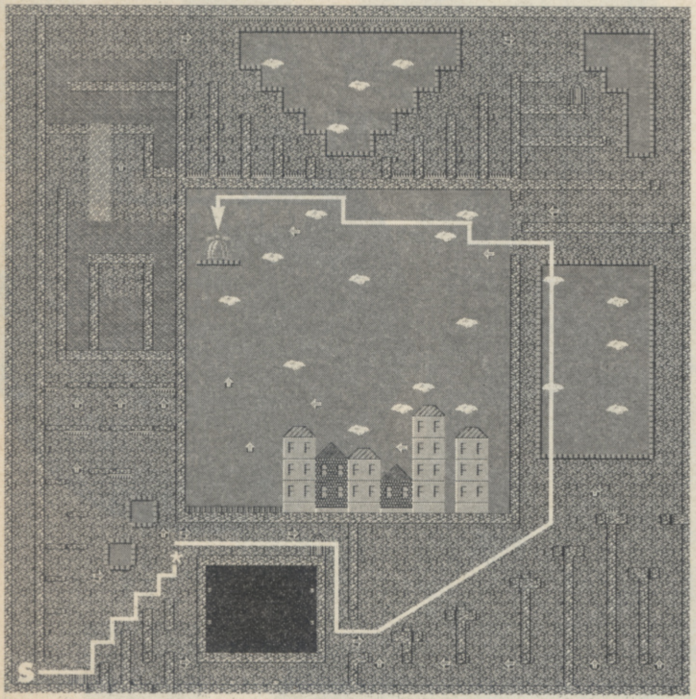
And that, budding ninjas, is all for this month. Don't be dismayed, as we'll be back again next issue with maps, solutions, and POKEs galore for the last 3 levels. Can you possibly control your excitement?



WATCH THIS CIRCLE

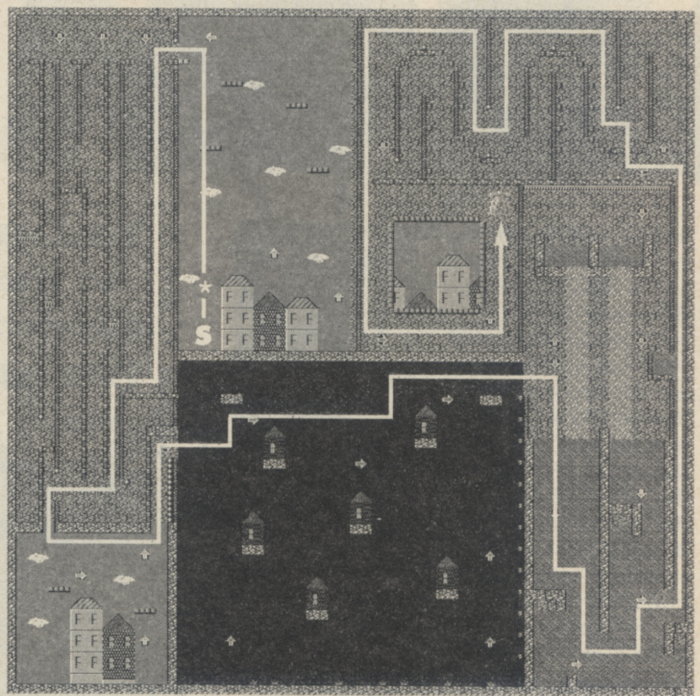
If you're funky enough to have ninja-ed your way through these levels, be sure to take a look at some maps, POKEs and devious cheats for the next three levels in the January issue. This stuff is easy-peasy compared to what's coming. You have been warned, people...

LEVEL 3.1



Follow the route up the right-hand side (avoiding the sentries at all costs). Move as swiftly as you can to the exit. The turtles present an awkward but avoidable obstruction. Keep clear for best results

LEVEL 3.2



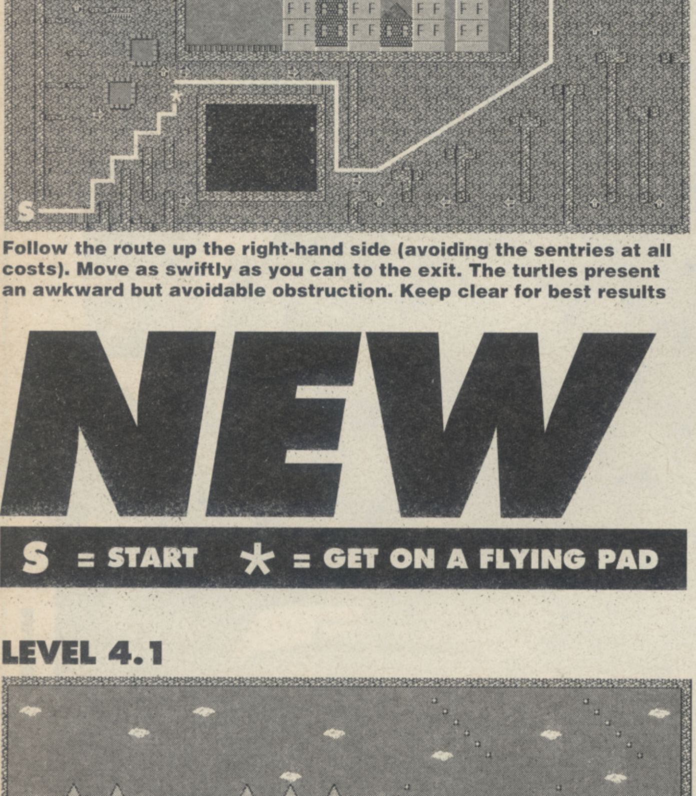
Get on a chicken as soon as you can. (The things you have to do, eh?) Then fly up and drop into the maze. Move into the open space. Next, jump into the water and swim upwards towards the exit

NEW ZEALA

PART TWO: Guide f

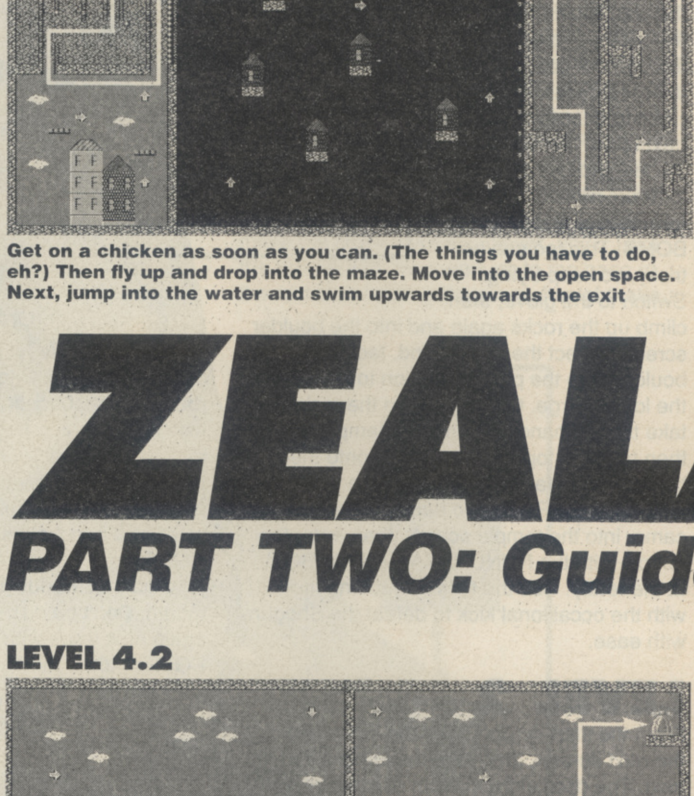
S = START ***** = GET ON A FLYING PAD

LEVEL 4.1



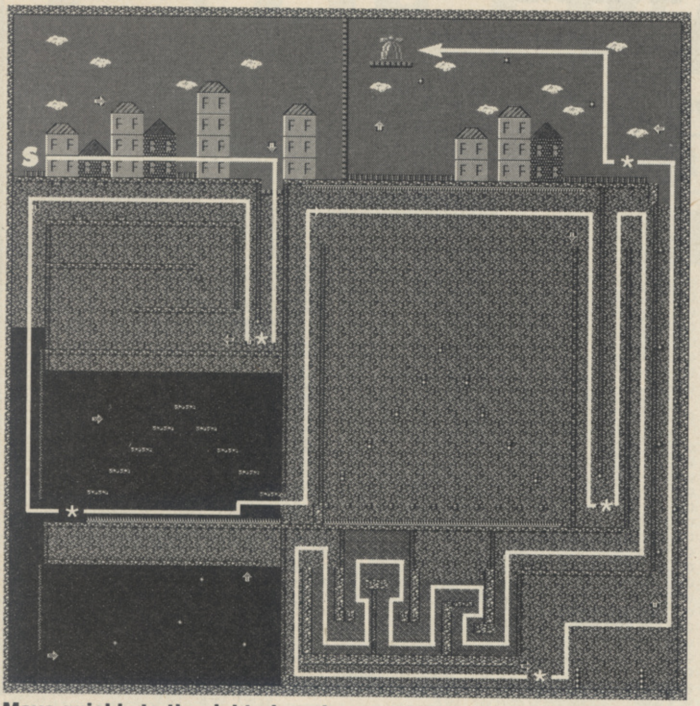
This level isn't too bad at all. The only hazard you face is the risk of running out of oxygen (which would be pretty bad for you), so remember to stop regularly to replenish your oxygen supply

LEVEL 4.2



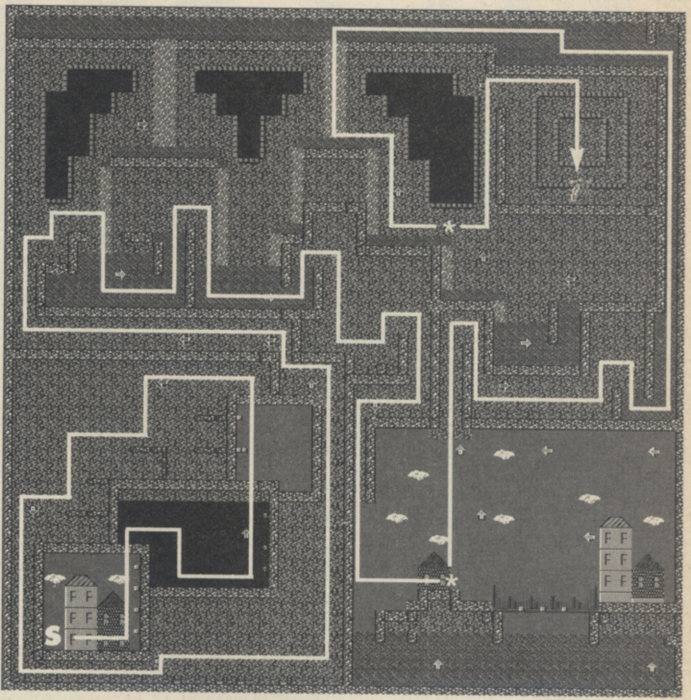
Much the same as the previous level but be careful of the odd spikes lying around. And avoid going through the 'box' on the right of the level – you can try if you're brave, but you'll die horribly

LEVEL 3.3



Move quickly to the right, drop down, get on a chicken again and fly down to the stepped pyramid. Make your way up and right. Then move on to the watery section and get on a flying pad, bottom right

LEVEL 3.4

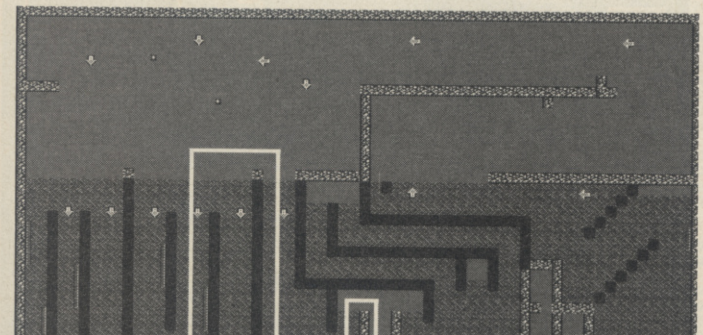


Don't hang around. Climb to the waterfalls and make your way down to the bottom-right section. The Guardian is an idol. Simply stay at ground level, then jump and shoot at him when he's not firing

AND STORY

e fluffy Kiwi to the enthralling end...

LEVEL 4.3

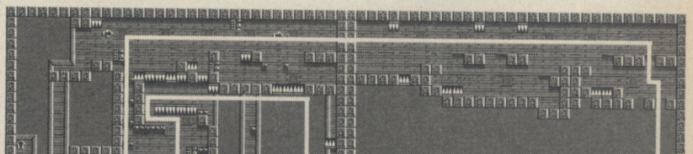


Get on a flying pad as soon as poss and fly quickly upwards. Next, make your way through the water and swim towards the exit but be careful when you emerge from the water (you'll see why)

IT'S BIGGER THAN HUGE

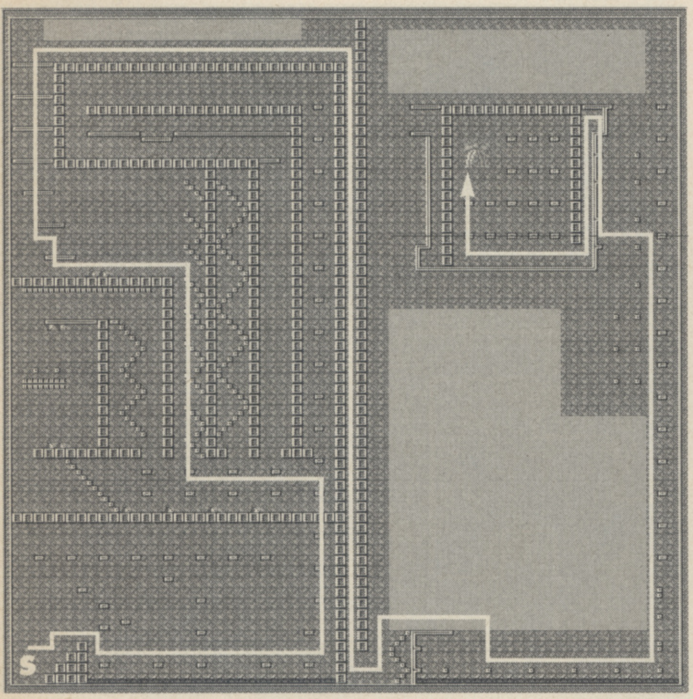
Just for the record, *New Zealand Story* is probably the biggest C64 game ever, boasting levels that make *Turrican* look tiny. There are hundreds of screens in there, making it one of the most challenging, absorbing and fun games around. Why not give it a whirl?

LEVEL 4.4



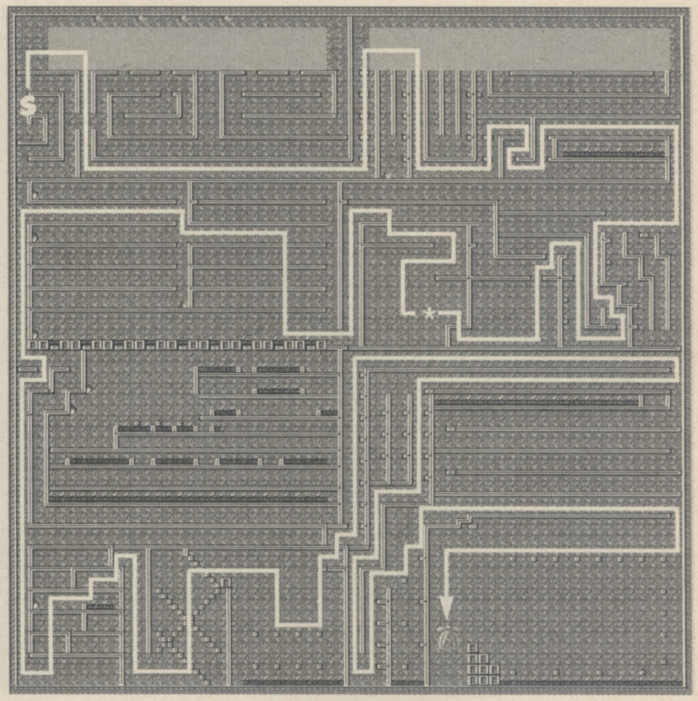
Get a flying pad and *carefully* pass the spiky spikes. If you come out of that in one piece walk up to the solid wall at the top right to gain access to the pirate ship. Finally, drop down and find the exit

LEVEL 5.1



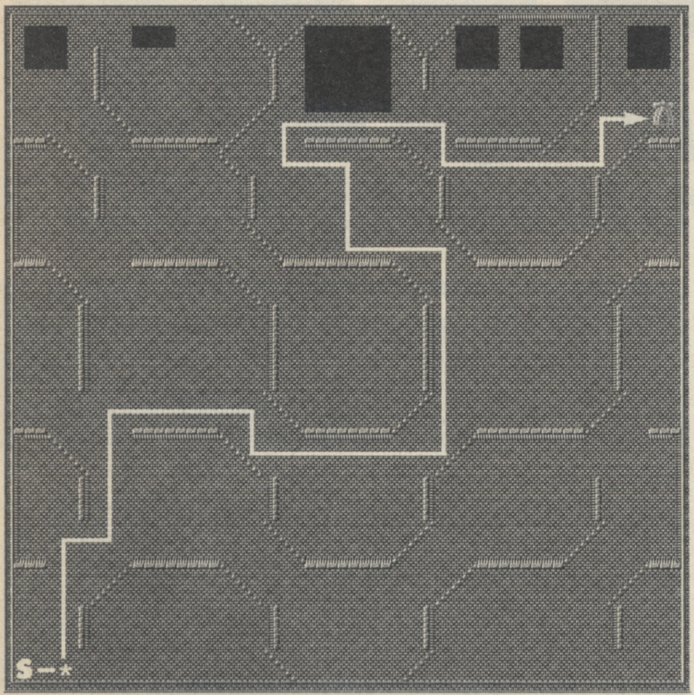
The poisonous darts can be a real pain in the hindquarters. You've got to take care when you come up against some stray flying saucers. These alien types never give up without a good fight

LEVEL 5.2



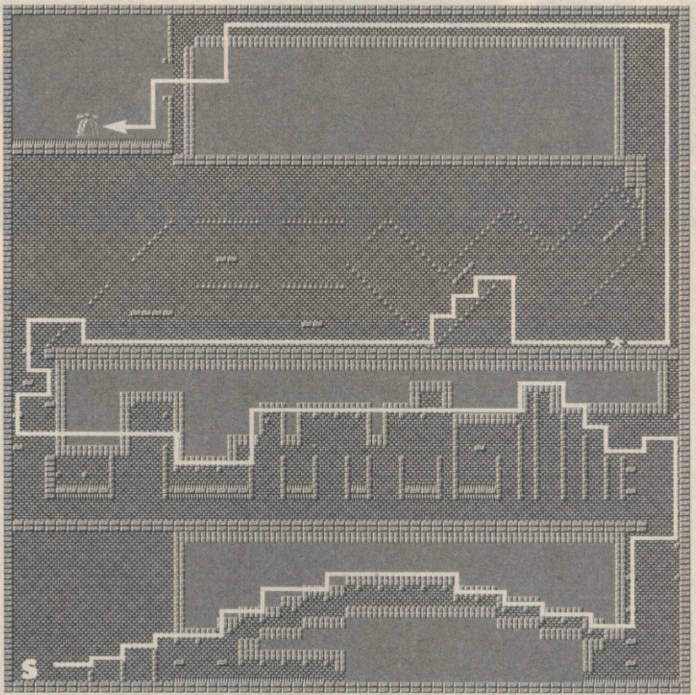
Looks complicated, doesn't it? Yes it is. Keep a cool head and stay on the move. There are very few dangers, except for a few of the darts. Jumping the platforms to the exit is, like, very hard indeed

LEVEL 5.3



Gain control of a flying pad and weave your way towards the exit. The sentries don't pose any real threat but take care to deal with the cats – your only chance is to shoot 'em as soon as possible

LEVEL 5.4



This final level is extremely difficult. What's more, you're sent back to the start of the level *every* time you get killed! If you can kill Wally Walrus the Guardian, consider yourself a well-hard dude

COMING SOON: TIPS AND TRICKS APLENTY

This completes part two of the biggest game we think we've ever mapped. Ace GameBuster Andy Roberts is even now tackling another bagful of beasty games including Batman – The Movie *which is leaping all over the charts after a budget re-release and the climax to the terrifically difficult* Last Ninja 3. *There's also* Pitfall 2 *from CF11's PowerPack (which seems to have caused readers more than a few tricky moments) plus loads more – all for next month. And for those of you who wanted more cartridge POKEs, he's got a ton of those, too. And don't forget to send us any tips your own...*

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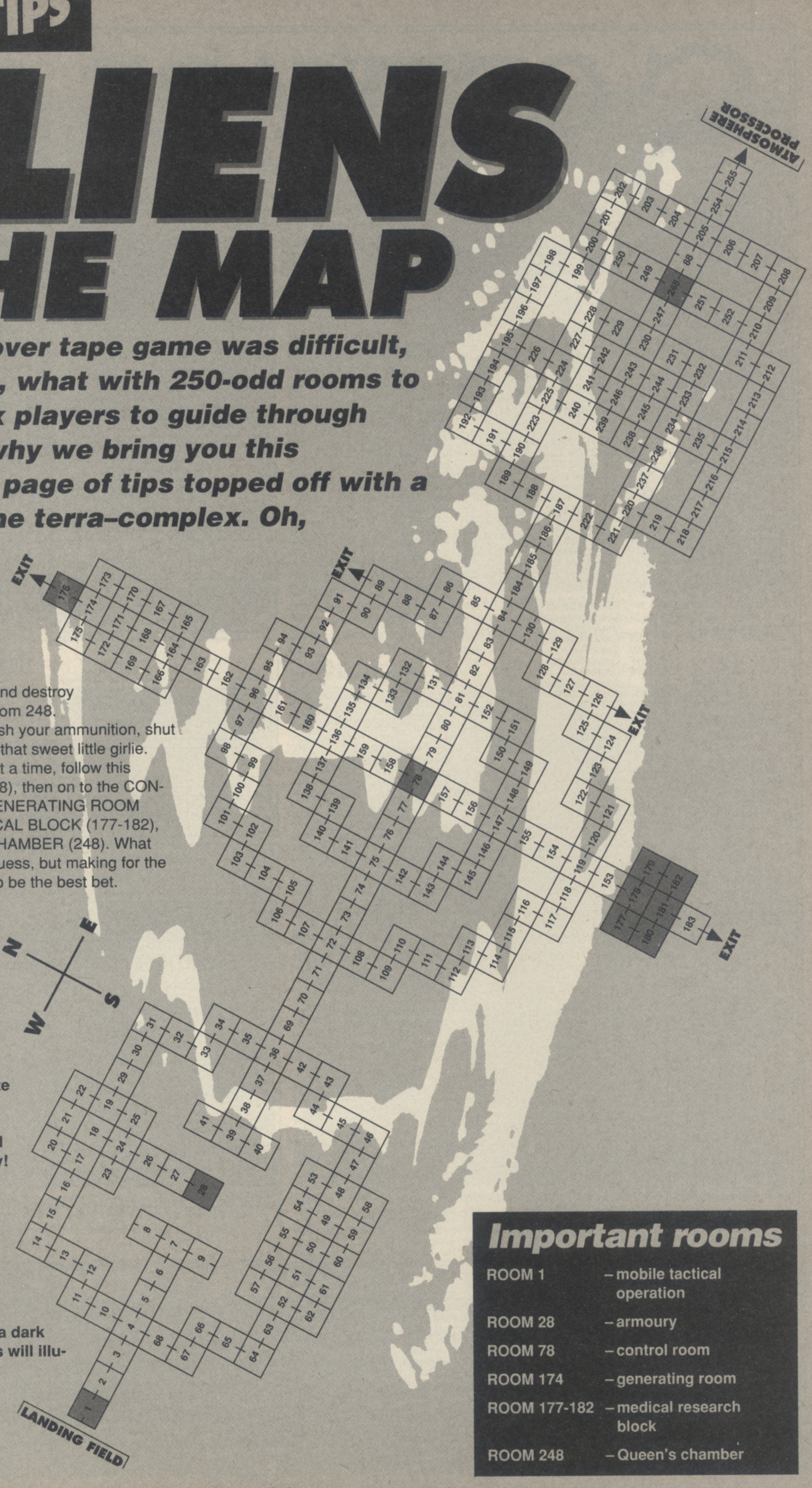
ALIENS - THE MAP

Last month's cover tape game was difficult, to say the least, what with 250-odd rooms to explore (and six players to guide through them!). That's why we bring you this comprehensive page of tips topped off with a handy map of the terra–complex. Oh, yes. Don't forget, this time it's war...



GAME PLAN

The basic aim is to search out and destroy the Queen, who is situated in room 248. However, you must also replenish your ammunition, shut down the generator and rescue that sweet little girlie.

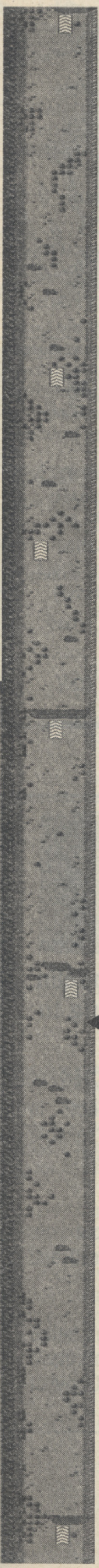
So, guiding your men, two at a time, follow this course; go to the ARMOURY (28), then on to the CONTROL ROOM (78), up to the GENERATING ROOM (174), down again to the MEDICAL BLOCK (177-182), and finally into the QUEEN'S CHAMBER (248). What you do after that is anybody's guess, but making for the atmosphere processor seems to be the best bet.

ESSENTIAL TIPS

- **Guide your men two at a time, leaving them in light rooms as you progress.**
- **DO NOT blast any door unnecessarily, it's just a waste of valuable ammunition.**
- **Certain doors are obscured by alien growth - blow it away!**
- **Whenever possible, move using the so-called 'programming' technique.**
- **Play with a friend, as two heads are better than one.**
- **If you can't see an alien in a dark room, firing a couple of shots will illuminate it.**
- **Watch the film on video – it's great, and it'll give you some ideas.**

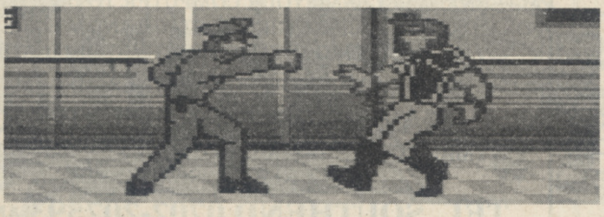
Important rooms

ROOM 1	– mobile tactical operation
ROOM 28	– armoury
ROOM 78	– control room
ROOM 174	– generating room
ROOM 177-182	– medical research block
ROOM 248	– Queen's chamber



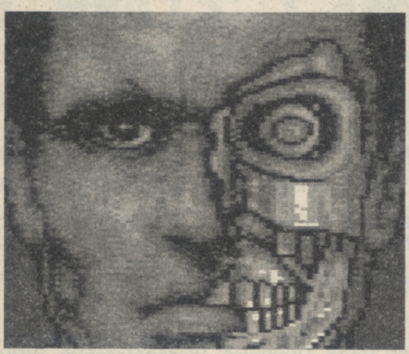
TERMINATOR 2

Terminator 2 ***is a bit of a toughie, so we've prepared this player's guide. Beware! If you don't want to cheat, flip the page now***



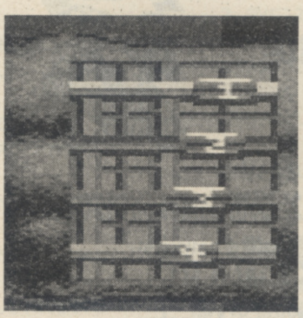
LEVELS 1, 5 AND 9▲

These beat 'em up sections are difficult to provide any decent tips for. It'll take a lot of practice on each one to find the best methods. But don't succumb to the lure of pushing left and hammering the fire button. Wait for the T1000 to approach and use the punch or kick when he gets in range. Use the defence manoeuvre to prevent the T1000 removing too much energy.



LEVEL 6 ▲

This second tile-sliding puzzle is a little easier if you have a picture of Arnie's face in front of you to work from – so here it is!



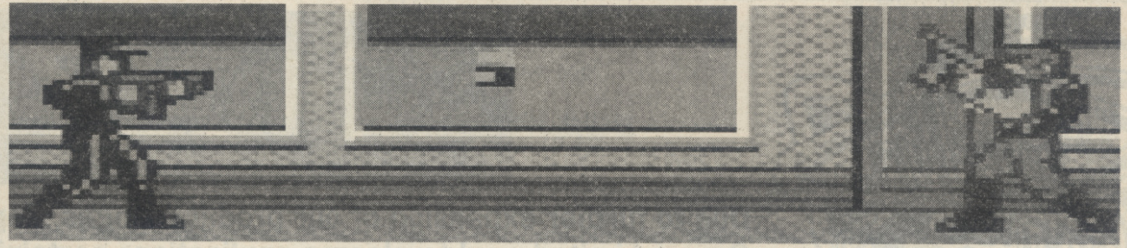
◀ LEVEL 3

Tile slider number one, where you have to repair Arnie's arm. This one is easier than level 6, and is made simpler still when you know what the final picture is supposed to look like.

LEVEL 7 ▼

Easy-peasy this level. To get Arnie out of the Cyberdyne labs, run left, ignore the first elevator and carry on. Catch the second elevator down. Run right to the end andcatch the elevator to the ground floor. Run left and it's hasta la vista level seven.

If your energy gets low, take your time. Keep ducking, watch the enemy fire, and then bob up and take a few pot-shots. It's a doddle. Just be patient.



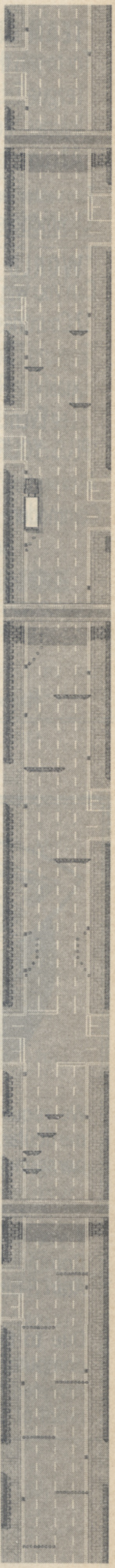
◀LEVEL 2

After the first 'easyish' section, suddenly you're hit with 'very hard indeed'. Study our sewer plan on the left, memorise the layout and get ready to steer round all the obstacles. Or better still, get someone to call out directions as you go along.

The whole map cycles round a few times, so this level takes a lot of concentration and quick reactions.

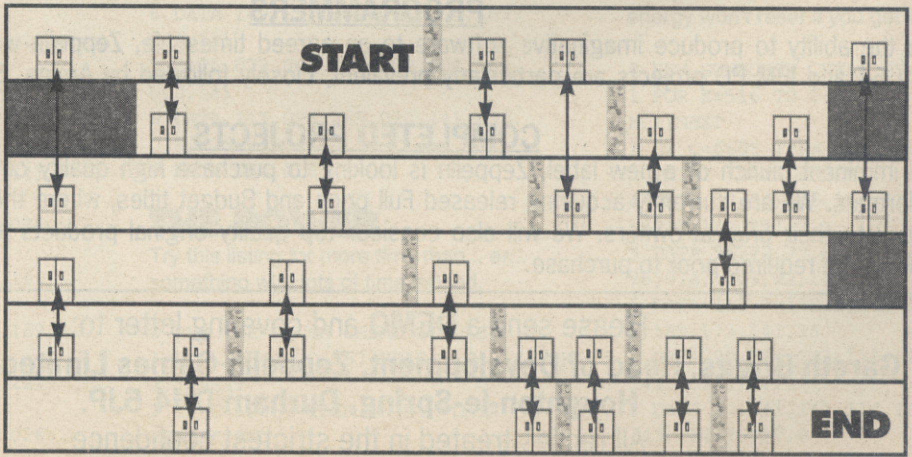
LEVEL 8▶

With a T1000 in a helicopter on your tail, you have enough problems without having to worry about the street layout. So we've taken the worry away by making a map of the route. As with level two, the map keeps on cycling round but you only have to memorise the part shown. Keep your eye on the road, avoid the approaching hazards, and hammer that fire button!



LEVEL 4 ▶

Here you have to guide Sarah Connor through the corridors and elevators of the Pescadero mental institute. Don't worry if you think our route map gives the game away – this tricky level is still a tough nut to crack!



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Please send a **DEMO** and covering letter to:
Gareth Briggs, Head of Development, Zeppelin Games Limited, PO Box 17
Houghton-le-Spring, Durham DH4 6JP.
All replies treated in the strictest confidence

FRAME
BUSTERS

Good old Warren Pilkington has been busy to say the least – just feast your eyes on this plethora of POKEs! To use each listing simply type it in, SAVE for any subsequent use, then RUN it (ensuring the rewound game cassette is in the C2N).

CHIPS CHALLENGE

Here's a wonderful little POKE for one of most entertaining puzzle games around. What might be the fruit of your labour? Why, quite simply infinite time.

```
0 REM CHIPS CHALLENGE CHEAT BY WAZ
1 FOR X=384 TO 441:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>7069 THEN PRINT “DATA
ERROR”:END
3 POKE 157,128:SYS384
10 DATA 032,086,245,169,168,141,
208,008
11 DATA 169,057,141,209,008,076,
016,008
12 DATA 169,032,141,045,157,169,
162,141
13 DATA 046,157,169,001,141,047,
157,076
14 DATA 000,156,173,218,109,201,
173,208
15 DATA 016,169,096,141,218,109,
169,234
16 DATA 141,045,157,141,046,157,
141,047
17 DATA 157,096
```

SHINOBI

This is for the re-release version only – whether it works on the full priced game remains to be seen. Anyway, type in the listing for infinite time and magic.

```
0 REM SHINOBI CHEAT BY WAZ
1 FOR X=384 TO 433:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4539 THEN PRINT “DATA
ERROR”:END
3 POKE 157,128:SYS384
10 DATA 032,086,245,169,144,141,
050,008
11 DATA 169,001,141,051,008,076,
016,008
12 DATA 169,157,141,093,002,169,
001,141
13 DATA 094,002,076,023,002,169,
189,141
14 DATA 188,027,169,173,141,222,
037,169
15 DATA 001,141,015,028,141,026,
042,076
16 DATA 004,025
```

NARC

This first ever **disk listing** in *CF* rewards both players with infinite energy.

```
0 REM NARC DISK ONLY CHEAT BY WAZ
1 FOR X=679 TO 721:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4765 THEN PRINT “DATA
ERROR”:END
3 PRINT CHR$(147); “INSERT NARC DISK
THEN PRESS ANY KEY”
4 POKE 198,0:WAIT 198,1:SYS679
10 DATA 169,001,162,008,160,255,
032,186
11 DATA 255,169,004,162,205,160,
002,032
12 DATA 189,255,160,004,162,000,
169,000
13 DATA 032,213,255,169,240,141,
178,055
14 DATA 141,005,056,076,013,008,
071,065
15 DATA 077,069,000
```

SWITCHBLADE

The following POKE for infinite lives will come as a relief for even the best players.

```
0 REM SWITCHBLADE CHEAT BY WAZ
1 FOR X=384 TO 425:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4051 THEN PRINT “DATA
ERROR”:END
3 POKE 157,128:SYS384
4 DATA 032,086,245,169,144,141,
242,002
5 DATA 169,001,141,243,002,076,
209,002
6 DATA 169,157,141,072,004,169,
001,141
7 DATA 073,004,076,000,004,169,
000,141
8 DATA 117,093,169,020,141,090,
018,076
9 DATA 084,018
```

THE POWER

Try this listing for more time than... er... something with lots of time indeed.

```
0 REM THE POWER CHEAT BY WAZ
1 FOR X=544 TO 567:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>2069 THEN PRINT “DATA
ERROR”:END
3 POKE 157,128:SYS544
4 DATA 032,086,245,169,048,141,
124,009
5 DATA 169,002,141,125,009,076,
016,008
6 DATA 169,000,141,228,029,076,
018,008
```

BUBBLE BOBBLE

Here's a neat listing for one third of the *Rainbow Collection* – type it in, then RUN it for infinite credits.

```
0 REM BUBBLE BOBBLE CHEAT BY WAZ
1 FOR X=12288 TO 12314:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>3198 THEN PRINT “DATA
ERROR”:END
3 SYS12288
4 DATA 032,086,245,169,096,141,
253,002
5 DATA 032,192,002,169,173,141,
086,101
6 DATA 141,089,101,169,165,141,
092,101
7 DATA 076,176,027
```

LEAGUE CHALLENGE

Fancy starting in Division 1 with £900,000? No problem, just enter the following...

```
0 REM LEAGUE CHALLENGE CHEAT BY WAZ
1 FOR X=517 TO 573:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5820 THEN PRINT “DATA
ERROR”:END
3 POKE 157,128:SYS517
10 DATA 169,018,141,040,003,169,
002,141
11 DATA 041,003,032,086,245,169,
029,141
12 DATA 178,002,169,002,141,179,
002,096
13 DATA 169,032,141,222,003,169,
048,141
14 DATA 223,003,169,002,141,224,
003,032
15 DATA 069,003,096,169,057,141,
251,060
16 DATA 169,049,141,087,066,206,
032,208
17 DATA 096
```

SUNBURST

Martin Pugh delivers the goods. Type in the listing, then RUN it for infinite lives. Your energy won't reset if you get killed.

```
0 REM SUNBURST CHEAT BY M PUGH
1 FOR X=516 TO 580:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=6608 THEN POKE 157,128:SYS516
3 PRINT “DATA ERROR”
4 DATA 32,86,245,169,21,141,250,2,
169,2,141,251,2
5 DATA 96,72,77,80,169,2,141,240,4,
76,0,4, 169,42,141
6 DATA 112,9,169,2,141,113,9,76,30,
8,169,173,141,36
7 DATA 99,141,143,113,141,150,113,
141,102,113,169
8 DATA 60,141,142,114,169,36,141,
143,114,76,27,8
```

SAMARITAN'S CORNER

Crushed by Creatures? Tortured by Turrican? Fear not, Good Samaritan, Andy Roberts is here

TURRICAN

Kevin Davies, Jason Robinson, Robert Rountree, Gordon Baun, Stuart Fairley, and **Michael Smith** are just a few of the people stuck on this rather splendid shoot-everything-that-moves romp. For infinite lives, time, and gyroscopes, merely type in this listing...

```
0 REM TURRICAN TAPE CHEAT
1 FOR X=288 TO 319:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>2926 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS288
4 DATA 032,086,245,169,048,141,
122,008
5 DATA 169,001,141,123,008,076,
018,008
6 DATA 169,000,141,072,063,169,
173,141
7 DATA 037,016,141,214,011,076,
000,108
```

TURRICAN 2

And once you've completed *Turrican*, you will probably indulge in the sequel and get hopelessly stuck—just like **Daniel Broughton, Scott McMalla**, and **Michael Richards** did. Type in the listing and RUN it for infinite lives.

```
0 REM TURRICAN 2 TAPE CHEAT
1 FOR X=288 TO 311:READ Y:C=C+Y;POKE
X,Y:NEXT
2 IF C<>2298 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS288
4 DATA 032,086,245,169,048,141,
136,008
5 DATA 169,001,141,137,008,076,
018,008
6 DATA 169,000,141,045,075,076,
242,127
```

Stuck?

If you are stuck an any game, no matter how old, send your plea (preferably on a postcard) to:

Samaritan's Corner, Commodore Format,
Future Publishing, 30 Monmouth Street,
Bath, BA1 2BW, England, The World...

EVERY SINGLE OCEAN GAME?

Believe it or not, here is a simple trick which works on practically EVERY Ocean and Imagine cassette game since *Mag Max*. When you die on a particular level and the game prompts you to rewind to side B, simply leave the tape running—the next level should load in without delay!

ATOMINO

Nauseated by nuclei? Angered by atoms? Provoked by protons? Here are some ever-so-handy codes for those seemingly impossible later levels.

LEVEL 10—MAIL
LEVEL 20—MORE
LEVEL 30—LEFT
LEVEL 40—KISS
LEVEL 50—TIME
LEVEL 60—FLIP
LEVEL 70—COOL
LEVEL 80—FREE
LEVEL 90—WAVE
LEVEL 100—DOOR

MIDNIGHT RESISTANCE

Yet another game causing more than its fair share of grief. If the cheat mode (typing SIAMESE on the high score table) isn't enough, enter this listing for infinite lives, keys, and weaponry—coo!

```
0 REM MIDNIGHT RESISTANCE TAPE CHEAT
1 FOR X=380 TO 446:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>7656 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:PRINT
CHR$(147):SYS380
10 DATA 032,086,245,169,032,141,084,
003,169,146,141
11 DATA 085,003,169,001,141,086,003,
096,023,001,026
12 DATA 072,169,000,141,253,019,141,
215,019,169,234
13 DATA 141,228,181,141,229,181,141,
230,181,169,173
14 DATA 141,060,040,169,087,141,096,
010,169,065,141
15 DATA 097,010,169,090,141,098,010,
104,173,032,208
16 DATA 096
17 END
```

CREATURES

If I had a penny for every letter requesting help on this mammoth game, I'd probably have more money than APEX themselves. There are too many of you to mention, so if you wrote in for assistance consider this listing your reward. Type it in, SAVE it, then RUN it and follow the on-screen prompts.

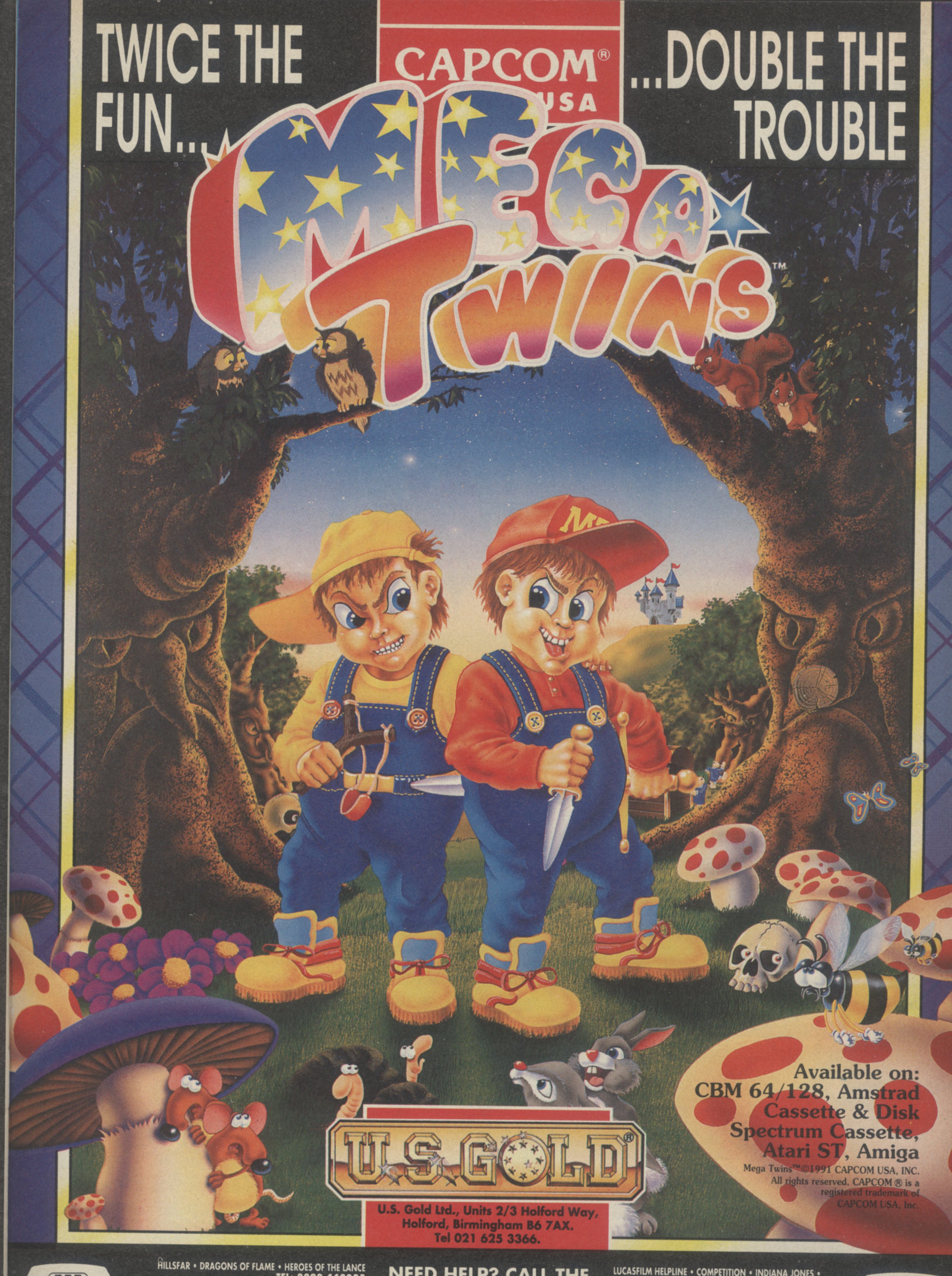
```
0 REM CREATURES TAPE CHEAT BY M
PUGH
1 FOR X=520 TO 622:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>11989 THEN PRINT "DATA
ERROR":END
3 PRINT CHR$(147)
4 INPUT"INFINITE LIVES Y/N";A$:IF
A$="Y" THEN POKE 611,141
5 INPUT"INFINITE SHIELDS Y/N";B$:IF
B$="Y" THEN POKE 614,141
6 INPUT"NO COLLISION Y/N";C$:IF
C$="Y" THEN POKE 617,142
7 POKE 157,128:SYS520
8 DATA 32,44,247,160,17,140,64,3,
136,140,62,3
9 DATA 32,108,245,169,32,141,233,
16,169,61,141,234,16
10 DATA 169,2,141,235,16,162,157,
189,158,16,157,158,2
11 DATA 202,208,247,169,166,141,20,
3,169,2,141,21,3
12 DATA 208,254,141,13,220,72,169,
32,141,240,3,169
13 DATA 82,141,241,3,169,2,141,242,
3,104,96,169,93
14 DATA 141,215,192,169,2,141,216,
192,96,95,2,162,96
15 DATA 169,173,172,39,32,172,167,
77,172,56,64,108,22,0
```

RODLAND

Many of you spotted a deliberate cheat mode for this wonderfully playable arcade conversion. When you collect the last letter from the word 'EXTRA', hold down the firebutton—you can now skip to any of the levels, leaving only the guardians to be tackled.

MONTY ON THE RUN

Kevin Morrison and Tim Phillips wanted infinite lives on this classic piece of software, so they can try this cheat; enter I WANT TO CHEAT on the high score table. Now start the game and collect the little boat on the second screen. Oh, and you should select the following items as your escape kit; the ROPE, the JETPACK, the PASSPORT, the GASMASK, and the BOTTLE OF RUM.



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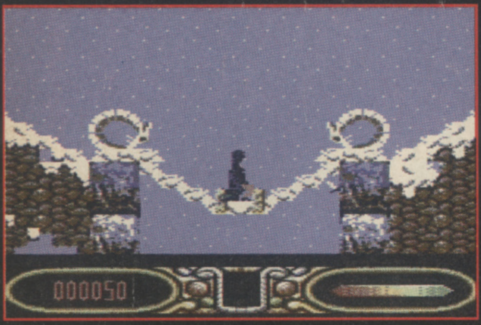
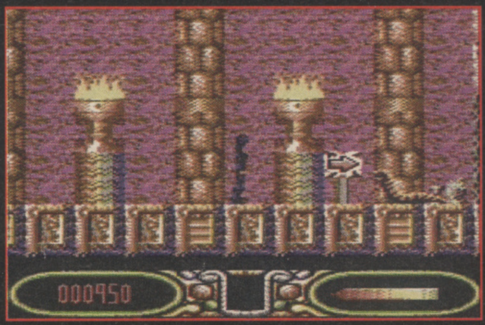
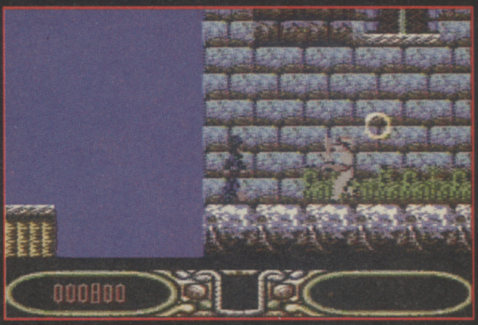


Our heroine has been left out in the cold with nothing but spooks and creeps for company. Fortunately, there are always plenty of weapons and spells lying around for her to use



Flair have got that languid Elvira stroll off to perfection. She'll undo this snake with a few deft lobs of some fireballs. To be honest, these bad guys are little more than wimpish worms



Jumping from one platform to another is always a tricky business. Get it wrong, and Elvira ends up falling to pieces in the ultra-acid soup. This game does include some very annoying traps

ELVIR

THE ARCADE GAME

Having already been treated to an adventure-based walk through Elvira's warped life, we now come to something which requires a little less brainpower. Yep, it's arcade-adventure time, and what a jolly good romp it is too

This is a man's, man's world. But where would he be without a girl like Elvira? I mean, who else has a house by the name of Large Assets, and an ancestor called King Alfronso of Brest?

Now Elvira's weirdest ride is about to begin. She's been ordered to prove herself sufficiently spooky to win the family's ancestral home.

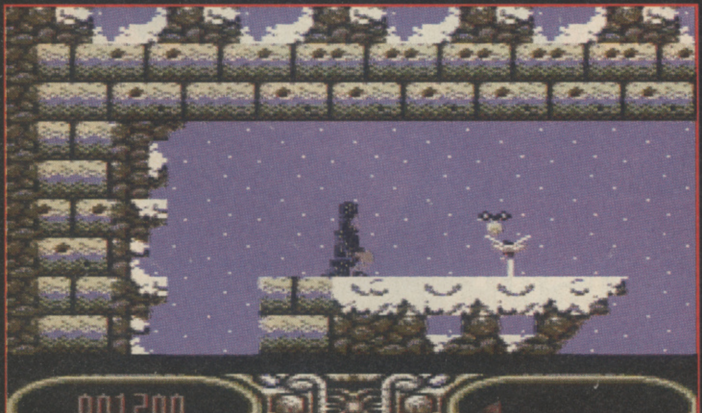
Three levels lie between Elvira and her prize: The Fire World, the Ice World and the castle itself. The Fire and Ice worlds can be played in any order, but both must be completed before the castle can be reached. If this all sounds like some weak excuse to put her petiteness into a completely improbable arcade adventure, it's because it is.

Okay, so the story's as crazy, creepy and kooky as you'd expect. But just how good is the game? Well, it's big. Very, very big. For a scrolling arcade adventure, *Elvira* manages to be good to look at, and expansive. Once you get used to the idea of controlling a (top heavy) sprite like that of Elvira, everything slots into place quite nicely. It is a little strange to dump such a cultured girl into a land infested with spells, sorcerers and unmentionable nasties but – hey! – it's all in the name of good, clean(ish) entertainment.

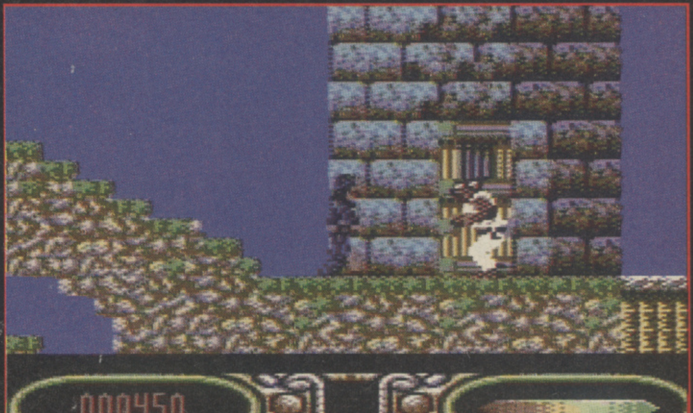
And entertaining this most certainly is. Can there be anyone out there who isn't familiar with Elvira and her unmistakable form? Well, after making a film, presenting heavy metal programmes, and bulging out of this month's uncanny cover (not to mention the cover tape's playable preview), it's hard not to feel like you know her intimately. In that respect, it's a stonking idea to put her in an arcade game.

It's a pretty stonking idea to put her in an arcade game

If playing *Elvira* brings any other games to mind, it's Ocean's *Toki*. Both are multi-directional scrolling arcade adventures. Both games have a slightly leisurely pace, but not to the detriment of the game. The ability to finely control the jumps, and fire weapons while in mid-air enables precision problem solving. There's nothing nicer than a game which caters for the gamer's needs. The other really great touch, is the way that Elvira hugs the fea-

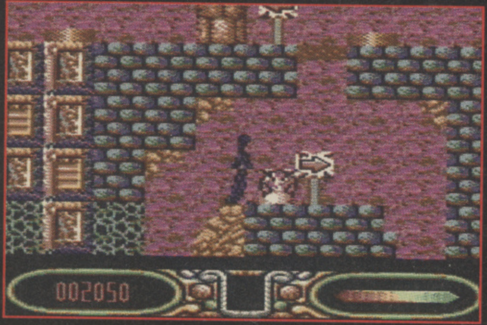


Like Ocean's excellent *Toki*, the Elvira character requires a dextrous touch, and not a little practice against some of the more villainous opponents. You'll need to make use of all her movements

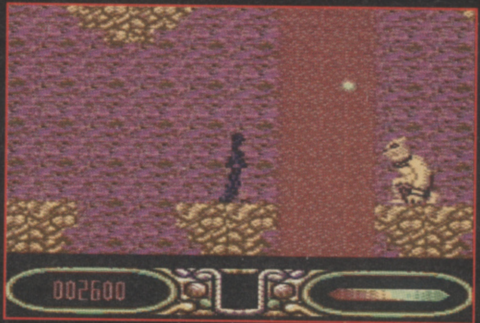


'Hello, big boy. Fancy stepping outside for a quick snog?' They always fall for it, and usually end up losing their heads. But don't forget to keep firing off all those deadly projectiles

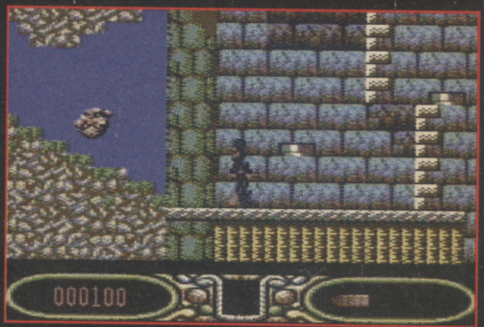
ways
ends
This
ps



The trouble with way-pointers is that they're not always correct. It's worth remembering that some of these signs are designed to send Elvira to her doom

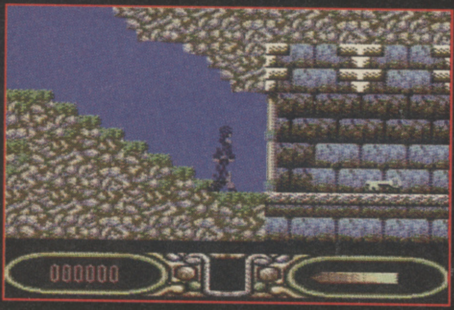


Uh-oh. Looks like someone's forgotten to take his mutant Pit Bull Terrier out on a lead. And this one fancies a chew on Elvira's back-bone. Luckily, this is another incredibly stupid baddie, so a couple of shots should put it down

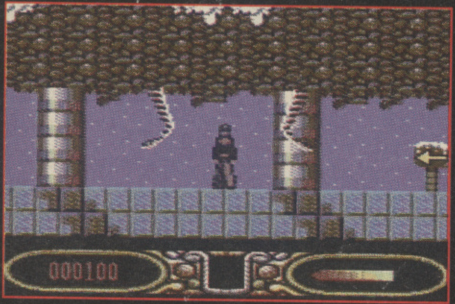


If you like your games crammed with sprites this might seem a tad spacious. But for everyday explorers it's a joy. There's lots of room just for bimbling about in search of nice things, and scraps. But try not to get lost

RA



Puzzles are restricted to finding keys and such standard fare. But they must be picked up in the correct order. Unlike here



These serpents are as dumb as rocks, but they do tend to halt progress unless you deliver them to the heavens sharpish

tures of the landscape. Along every rocky bank and jagged slope her figure follows the flow of the land, the scrolling screen gliding along smoothly as she does so.

Spells are also thrown into the game equation, ranging from simple shield and first aid spells to more necessary featherfall and fire resistance spells. Weapons too litter the worlds of *Elvira*. From the humble little daggers which she is initially equipped with, Elvira can arm herself with all manner of wondrous, dangerous and magical projectiles. When faced with some of the nastier bad guys, they're certainly appreciated.

From the mushrooms which launch deadly spores, to the sorcerers, to the tentacles which swing from the roof, the bad guys all look like they've had a little thought put into them. Their intelligence leaves a little to be desired, however. Movement patterns are a bit on the simple side, and a touch of monotony does occasionally set in when fighting off hordes of nasties.

There's a certain amount of puzzling to do in *Elvira*. The right keys must be collected, and in the right order. Various areas require the right spell to progress, and the devious traps are sure to catch out any player who tries to plough on.

Graphically *Elvira* pleases, with smart and varied landscapes. Parallax scrolling is also used to good effect, making the whole thing look slick and consoley.

Much as the epic size of the game prolongs playing time and stretches the C64's abilities, it's also responsible for the game's biggest problem. You see, *Elvira* is just too loose – the spaciousness of the playing area occasionally making things a bit too unstructured and aimless for my heart to be completely won over. The gameplay could have done with a bit more of an edge.

Thankfully, the structure of the game's puzzles are well thought out, so they stimulate the synapses just enough. Getting lost in the maze of tunnels and rooms is never too much of a problem.

In the end I can't help but falling for *Elvira*'s charms. It's just such a friendly and playable game that its impossible to get frustrated. But the urge to continue is always there. It's a big game, it's a good game, and it's nice to see the femme fatale back in vogue.

MARK RAMSHAW

Game	**Elvira Arcade**
Publisher	**Flair**
Cassette	**£10.99**
Disk	**£14.99**
Release	**December**
Contact	**0661 860260**

POWER RATING

THE DOWNERS...

- The instructions aside, there's not enough of Elvira's tongue-in-cheek humour

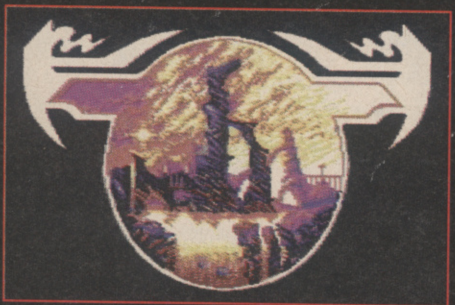
100

82%

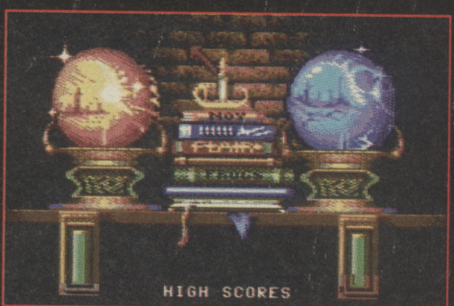
- The main sprite is excelent – it really does look and (hem hem) feel like Elvira
- A good range of spells and nasties adds to the usual arcade adventure format
- Brilliant graphics and scrolling playing area
- There's weeks and weeks of exploring in there
- The way Elvira follows the contours of the land is an excellent little trick
- Ability to play the first two levels in any order is an excellent touch
- Great in-game presentation

0

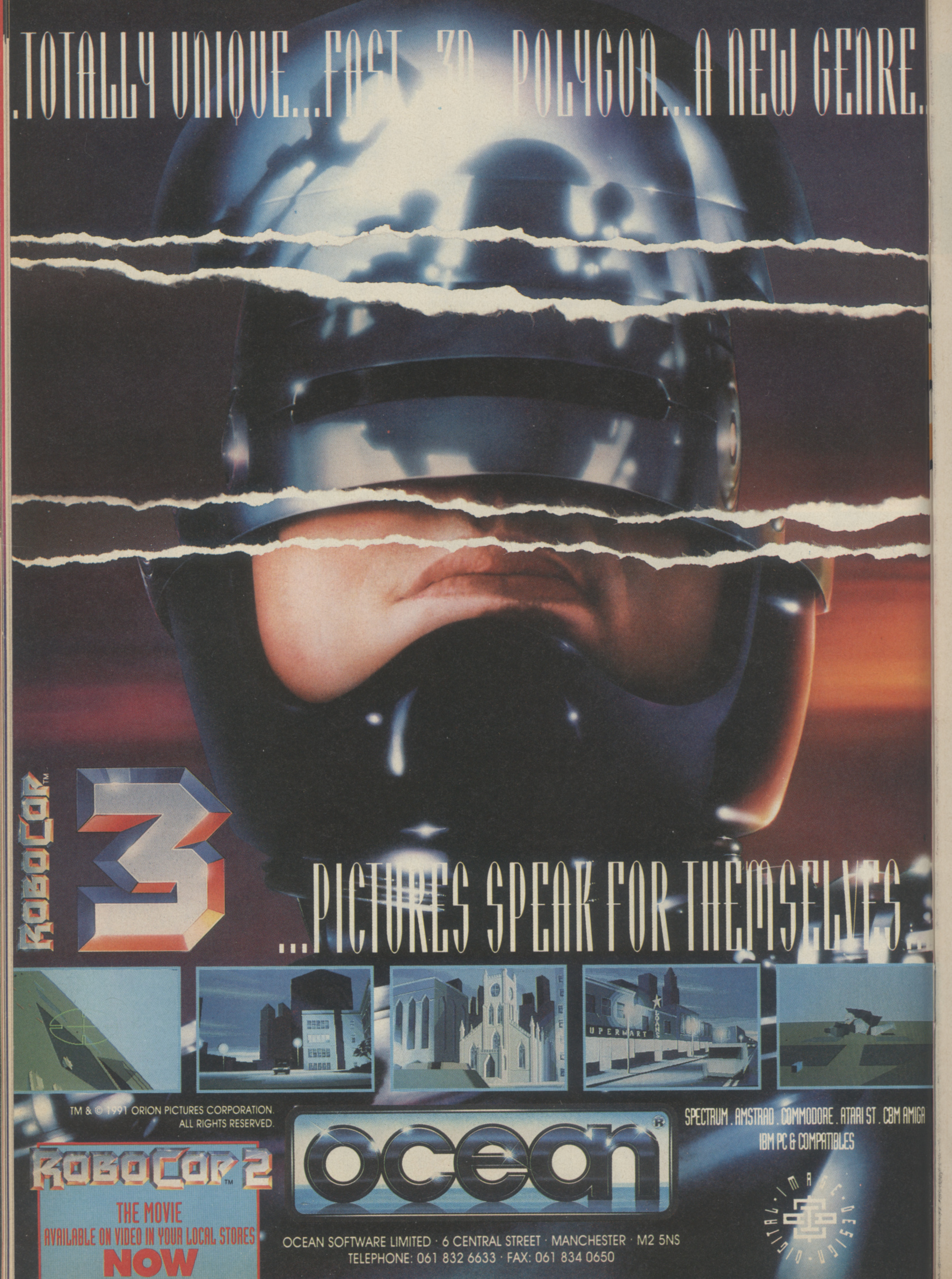
...AND THE UPPERS



The prize for Elvira is a huge and drafty castle at the end. Let's hope someone's remembered to pay the heating bills



The intro screen lets you choose which of the first two levels to start with. Neither Fire nor Ice are a piece of cake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DIGITAL IMAGE DESIGN

PITFIGHTER

There's nothing better than the promise of a quick dose of pixilated blood 'n' guts to get 20ps pouring into a coin-op faster than news of a lost rattlesnake gets fingers out of a lucky-dip. So it comes as no surprise that the brutal, bloody and downright awesome coin-op *Pitfighter* has soon become Atari's quickest ever money-spinner.

The coin-op's most immediate attraction is the use of digitised images of real fighters to represent the central characters. There's something sinister about seeing real people getting pummelled, instead of the usual cartoon-style graphics. The atmosphere of menace gets even darker when you take a look at the scenery. It's not a pit, exactly – more of a rundown warehouse affair. But the jeering crowd and the abundance of blunt objects lying around all combine to make it a place you would definitely not take your granny to for a nice evening out.

No, these guys are for real. They're not fighting for honour, king or country. They're not even fighting for a snog off a particularly saucy girlie. They fight for cash and they fight dirty. End of story.

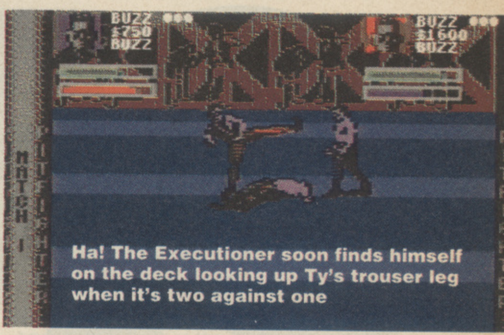
OK, so you're still feeling up to it? Good. Now you'll be wondering how your C64 manages to emulate a £5000 coin-op chocked to the gills with state-of-the-art visual technology. Well, it doesn't really. You're left with what can only be described as a sad, shambling mockery of the coin-op's original visuals. C'est la vie. But that doesn't necessarily mean the game underneath's no good.

There are eight different warriors waiting to take you on. You can play the part of one of three different characters – a kickboxer, a wrestler or a karate champ. Two-players can take on the opposition simultaneously and, with 16 different moves to master, the help certainly comes in useful when you're still learning the ropes. There's more to this game than first meets the eye.

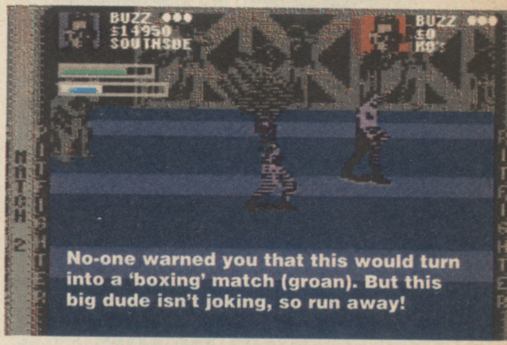
But is it worth the money? If you were to look at *Pitfighter* as merely a faithful coin-op conversion, then you'd have to conclude that it's really a bit of a dud. The coin-op was never intended to provide anyone with long-term value for money, and merely relied upon the groovy graphics to get those 20ps clunking in. With the graphics gone, the C64 version really has nothing to say for it at all.

Well, that's not completely fair. Treat *Pitfighter* as a straightforward beat-em-up, forgetting the game's roots, and it ain't bad You'll find an entertaining challenge well worth consideration for Christmas.

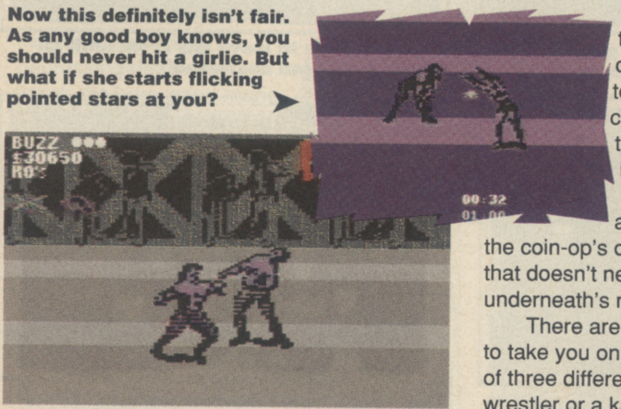
NEIL WEST



Ha! The Executioner soon finds himself on the deck looking up Ty's trouser leg when it's two against one

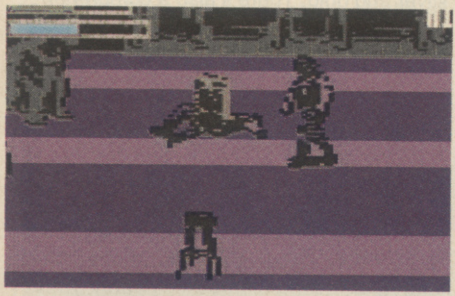


No-one warned you that this would turn into a 'boxing' match (groan). But this big dude isn't joking, so run away!

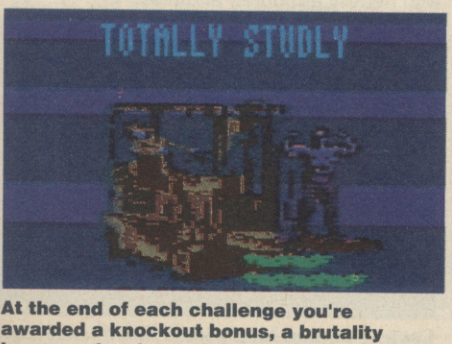


Now this definitely isn't fair. As any good boy knows, you should never hit a girlie. But what if she starts flicking pointed stars at you?

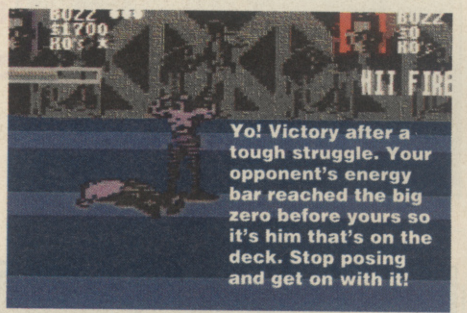
Every third fight you enter a grudge 'last man on his feet the winner' match. You must deck your opponent three times before he does the same to you. It's two all at the moment, with everything to play for



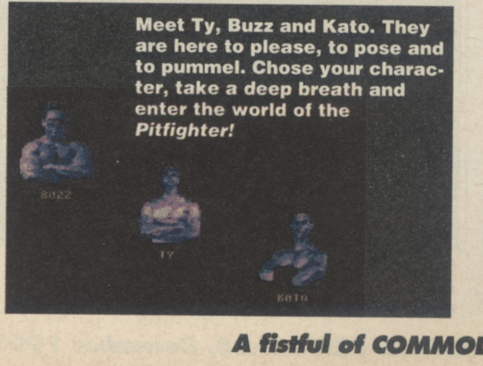
I've heard of being 'barrel chested' before but this is ridiculous. It's no good. If your opponents are going to start playing dirty, then you'll have to do the same



At the end of each challenge you're awarded a knockout bonus, a brutality bonus and a share of the fight purse. Then it's on to the next fight



Yo! Victory after a tough struggle. Your opponent's energy bar reached the big zero before yours so it's him that's on the deck. Stop posing and get on with it!



Meet Ty, Buzz and Kato. They are here to please, to pose and to pummel. Chose your character, take a deep breath and enter the world of the *Pitfighter!*

Game	***Pitfighter***
Publisher	***Domark***
Cassette	***£10.99***
Disk	***£14.99***
Release	***November***
Contact	***081 780 2222***

POWER RATING

THE DOWNERS...

- The coin-op's amazing visuals have been lost in the conversion
- Nothing else has been added
- Absence of any plot could restrict long-term interest
- Uninspiring sound effects

100

74%

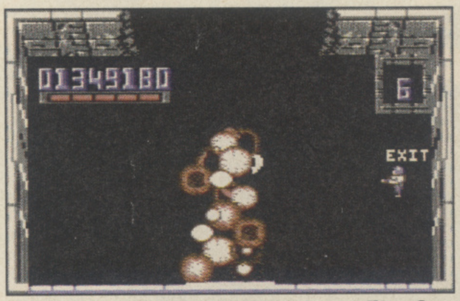
0

- **Lots of *bad* baddies**
- **Loads of moves to practise and master**
- **Two-player option really adds an extra dimension to the gameplay**
- **Solid beat-em-up action**
- **Three different characters to play, with individual strengths and weaknesses**
- **Faithfully reproduces the parent coin-op as well as could have been expected**
- **Great tension reliever!**

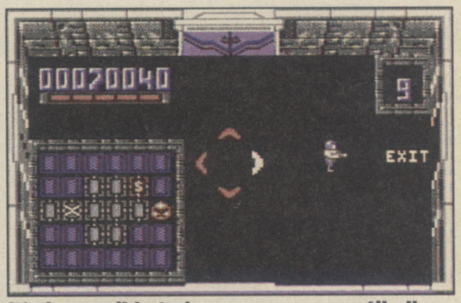
...AND THE UPPERS

SMAS

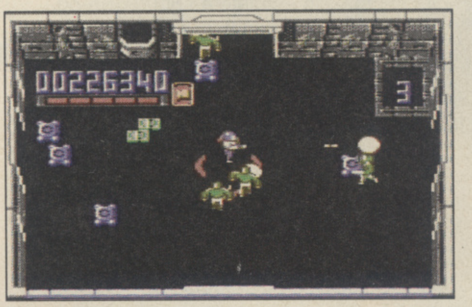
Turn on, tune in and drop dead. That's the message Ocean are sending out on the airwaves as they release Probe's conversion of the Williams coin-op game. Our reviewer stepped on down and took a shot at the TV game show that kills its contestants



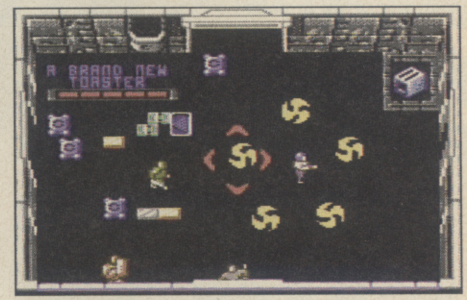
Say goodbye to an end of level guardian. Say hello to heaps of tacky prizes. Hurrah



It's impossible to leave any room until all droids have been destroyed



Yikes. It's a band of motorised ninja types in 'attractive' green sweaters. Kill 'em all



That yellow multi-shurikan weapon is very useful indeed. It wipes out everything

There's something about a good Williams coin-op that can turn normal human beings into slot-machine junkies. These games are usually fast, always loud and, chances are, they'll involve killing lots of things at supersonic rate. The result is long hours in arcades and empty pockets.

Smash TV is definitely no exception. As a coin-op it was an even bigger hit than those now revered Williams coin-ops *Defender*, *Robotron* and *Narc*. The C64 version looks destined to repeat that phenomenal success.

Here's the plot. It's our old chum the dark and depressing future in which television has finally taken over, and consumerism is not so much a way of life, as a reason for living. Not surprisingly, everybody's fave TV event is the game show. In the future, game show contestants can get killed in the pursuit of fame and box-fulls of goodies. (Let's hope *Blockbusters* is still around in fifty years, eh?)

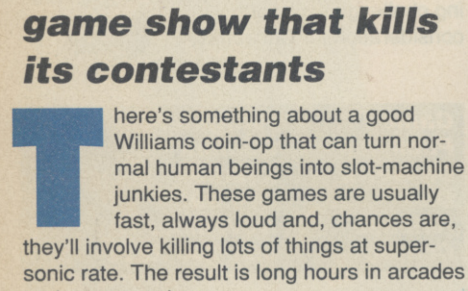
In *Smash TV*, the most ludicrously violent gameshow of them all, contestants run around, kill everything the TV company throws at them and pick up prizes on the way. That, as they often say, is entertainment.

In the most ludicrously violent TV show of all contestants run around killing everything

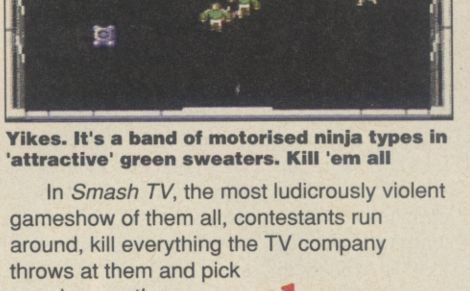
You guide the contestant through a grid of game rooms, all of which are populated by killer droid types, automatic tanks, and mobile shrapnel bombs. There are even minefields to negotiate. What makes this completely insane, as opposed to marginally crazy, is that once you enter a room, there's no way out until you've finished off everything that moves.

While you're frantically avoiding bombs, bullets, shrapnel and mines, you can pick up prizes (quaintly gift-wrapped) as well as cash, silver and gold. There's also a comprehensive selection of bonuses such as bigger weapons, extra lives, speed tablets, smart bombs and shields that grant temporary indestructibility.

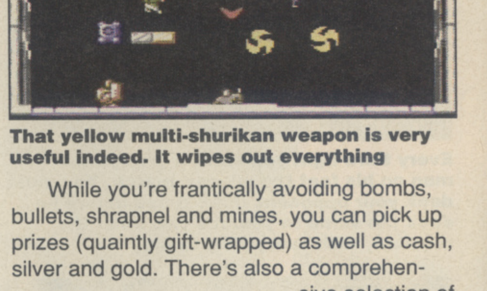
Weapons include short range bombs, long range missiles, three-way spray guns and an exceptionally nifty little number which surrounds you in deadly electronic shuriken. These are especially useful when dealing with heavily armoured enemies.



Those blue blobs are mines and, needless to say, they have a habit of getting in the way. To the top right is the number of lives left

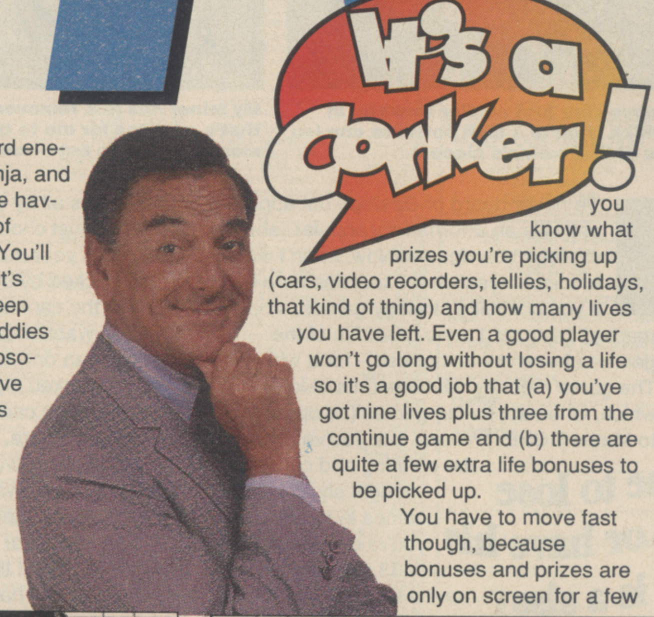


When a room has been cleared, you are offered a grid-map. It's wise to work out the easiest way through the chaos to come



Look at all that lovely lolly. In Williams-land, games players always get tons of points and loads of incentive. Here, greed is good

H TV


It's a Corker!

Most of the bog-standard enemies look like motorised ninja, and they're just as nasty. It's like having a never-ending supply of Terminators on your case. You'll have guessed by now that it's important in this game to keep moving at all times. The baddies home in on you and they absolutely will not stop until you've been killed. Incidentally, this sets off a splendidly depressing death scene in which the hero spins round a few times before thumping to the floor.

On screen, there's a special window that lets you know what prizes you're picking up (cars, video recorders, tellies, holidays, that kind of thing) and how many lives you have left. Even a good player won't go long without losing a life so it's a good job that (a) you've got nine lives plus three from the continue game and (b) there are quite a few extra life bonuses to be picked up.

You have to move fast though, because bonuses and prizes are only on screen for a few seconds before disappearing. These prizes can tempt the greedy to their doom. They are often positioned tantalisingly close to you but also hideously close to enemies or mines.

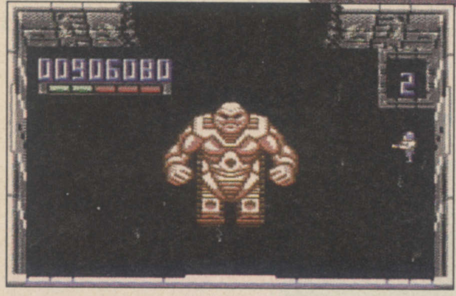
Easily the most impressive aspect of Probe's conversion is the stupendous speed of the game. I don't think we've ever seen a game on the C64 that moves so quickly and so smoothly. We're talking dozens of sprites on screen at the same time, all milling around busily and purposefully. It's only rarely, when the screen is packed with characters, bullets and bonuses, that the game-speed slows down, and only then slightly and briefly.

Each room has a different theme, so some are packed with exploding shrapnel machines, others with tanks, and some with prizes or other bonuses. It's up to you to explore and find the best route.

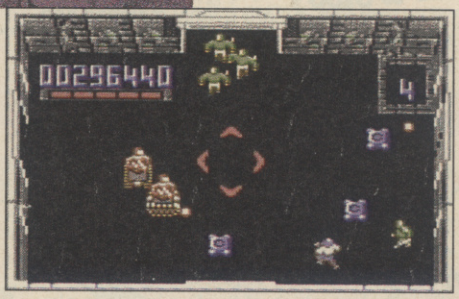
The end-of-level guardians are huge, ugly and not at all easy to kill, but as is usually the case with such monsters, there's a proper way of disposing with these guys. When the level is complete, you're rewarded with points based on how many goodies you've picked up along the way and how much cash and gold you've accumulated. There are only three levels and, to be honest, the first two aren't all that difficult. But the third is absolutely huge, and it'll have you playing for hours on end.

In fact, if you like your action thick and fast you can't go wrong with this game, it's simply one of the most frenetic titles ever. The bottom line is this. Buy *Smash TV*.

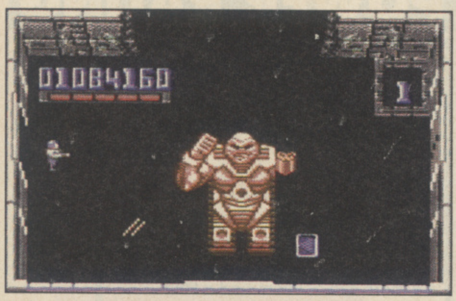
COLIN CAMPBELL



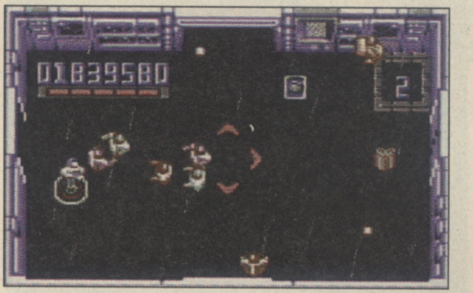
This sumo type character comes up at the end of level one. You must shoot off bits of his body, until he literally falls apart



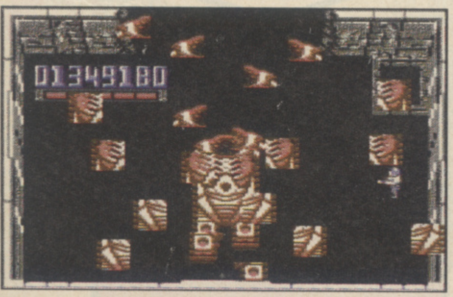
Those tanks are a tricky lot, but if you get a smart bomb bonus, they'll soon see things your way. Otherwise, steer clear of 'em



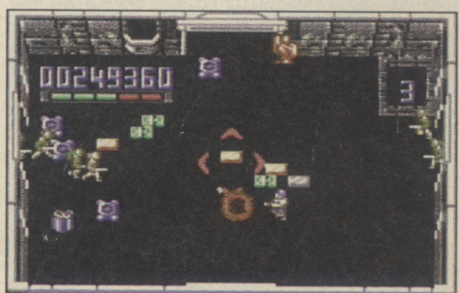
It involves moving about quickly, and firing constantly. As guardians go, he's a bit of a chump, but still quite dangerous



That ring around the contestant is an invincability icon. But it rarely lasts for long. Check out the extra life bonus on the right



It's end of chat for our chum, and on to the big money rounds. This sequence really shows off the game's outrageous speed



Screens can get crammed with goodies and baddies, but there's hardly any noticeable slowdown in game speed

Game	**Smash TV**
Publisher	**Ocean**
Cassette	**£10.99**
Disk	**£15.99**
Release	**Now**
Contact	**061 832 6633**

POWER RATING

THE DOWNERS...

- No two-player option

100

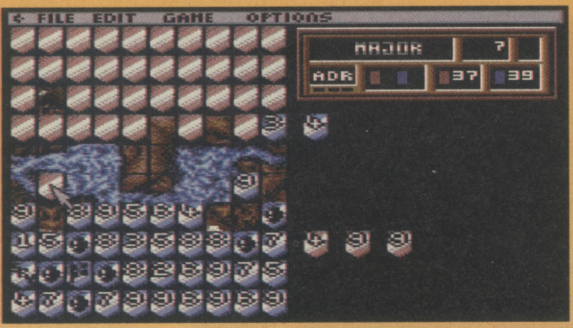
97%

- Non-stop action for three brutal levels
- Terrific speed as a multitude of sprites sprint from one side of the screen to the other – amazing!
- Great sound effects – those are the noises killing machines make
- Lots to explore – level three is *enormous*
- Lots of baddies to kill
- An abundance of weapons and bonuses (but beware of the mines)
- Appealing plot
- Impressively similar to the original in many respects
- Just fab in every way

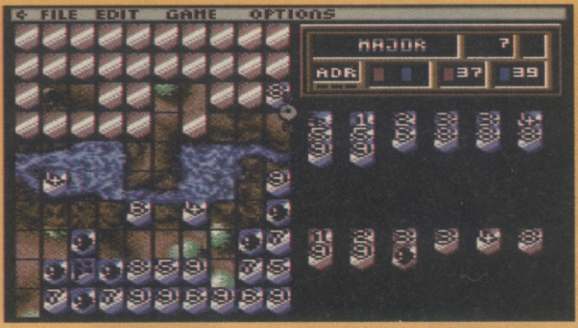
0

...AND THE UPPERS

STRATEGO



To start the game, move your first soldier forward, in this case a major, which is quite a high powered one (so I'll probably take one of that swine's pieces)



My miner has just removed an enemy piece's bomb, so that's one less for me to tread on (but there are plenty more to stumble onto – ouch!)

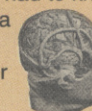
I've never heard of *Stratego* but apparently it's an *enormously* popular (ahem) strategy boardgame. Now, I don't want to shoot myself in the tootsies here but, if you don't like strategy games, stop reading this now. I'm no great fan of the genre but even I was hooked – for a while. The game requires vast amounts of logic which, when applied to games (as opposed to Maths GCSEs) means that you've got to be cunning and conniving – a right sly spy. This comes in handy when you're on a battlefield with 33 men, six bombs and a flag. The two sides are evenly matched and the first one to lose all his men or have his flag nicked is a sissy.

> The first one to lose all his men or have his flag nicked is a sissy

Stratego is a one-player game only. But why? The only thing that makes boardgames even slightly enjoyable is shouting at and being shouted at by your opponent. The lack of response when you yell at a computer is frustrating. Anyway, on with the game. First decide whether you want to go for a campaign (five battles) or just a single game and then choose which of the five levels to play at. Next, place your pieces on the board. You can do this all by yourself or tell the computer to do it – just choose from 13 setups. You can place your most powerful chaps at the front, backed by their minions and bombs or send in the cannon fodder.

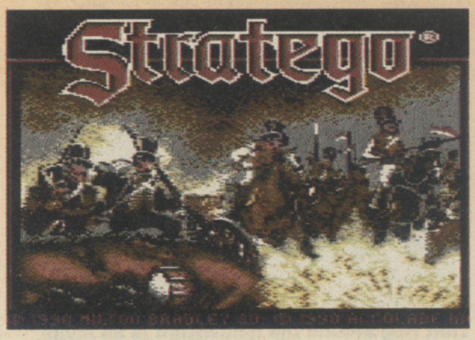
You want to capture your opponent's flag but you can only take a piece if your attacking piece is ranked higher than the defender. However, you can't see what rank your opponent's pieces are, so your first moves are all based on guesswork. It's best to move your lowest ranks forward first, to check out the (potentially dangerous) scene.

The computer takes *ages* to record each move (yawn). At the same time, it's also quite addictive. Oh, I hate this sort of game. I kept thinking how bored I was yet I had to know how it would all end. But play a whole campaign? No way. I couldn't keep my eyes open or brain functioning for that long.

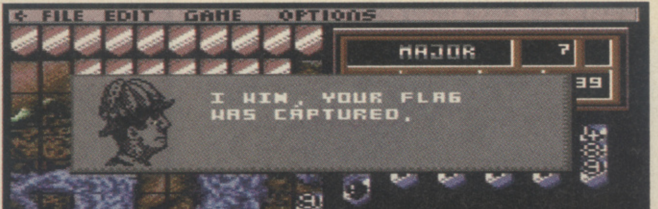


LINDA BARKER

Game	Stratego
Publisher	Accolade
Cassette	£5.99
Disk	£7.99
Release	Now
Contact	081 877 0880



Looks pretty exciting doesn't it? Don't be fooled. There's no cavalry, no smart hats and definitely no blood. It's a bit of a misleading opening screen, really. Oh well, cheese counter flags, here we come (thrill city)



I WIN, YOUR FLAG HAS CAPTURED.

Darn! I thought he was only after me for my bombs. Never trust a man with a jelly mould on his head

POWER RATING

THE DOWNERS...

- It takes blimmin' ages to get through even a single game. (And I still lost!)
- It's very difficult to play
- There's no two-player option which is crazy for a boardgame
- It would have looked loads nicer if the pieces had been shaped a little more like soldiers and a little less like cheese-counter tickets

100

50%

0

- **If you like strategy games, you'll love it 'cos there's hours of gameplay in there**
- **At least the graphics are nice and clear**
- **The manual explains everything you need to know**
- **Five levels of computer opponent skill**

...AND THE UPPERS

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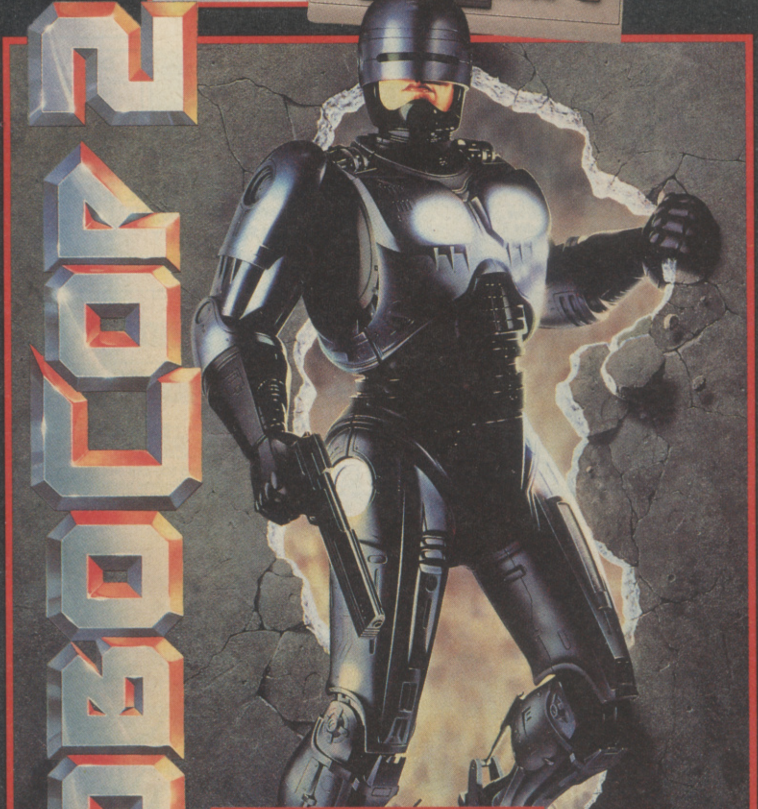

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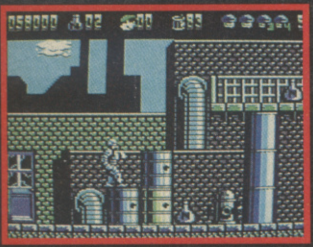

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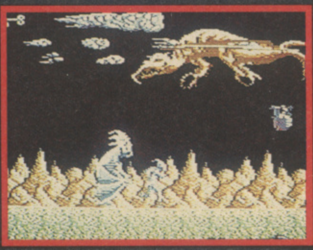

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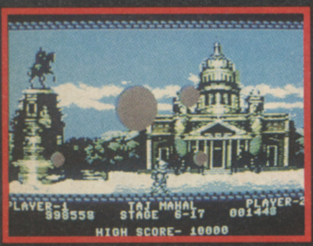
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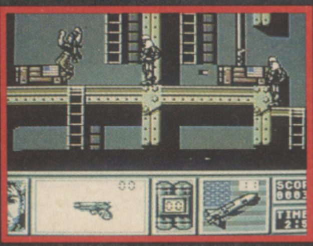

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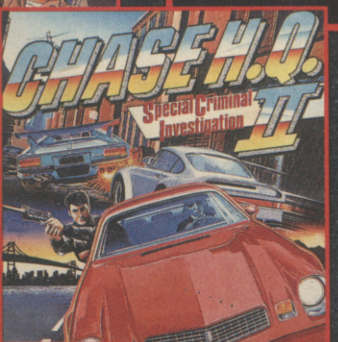
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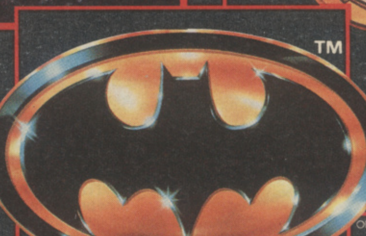

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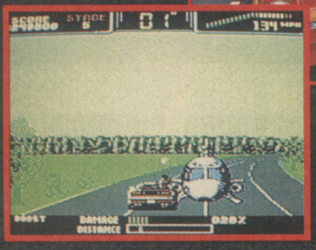
CHASE H.Q.2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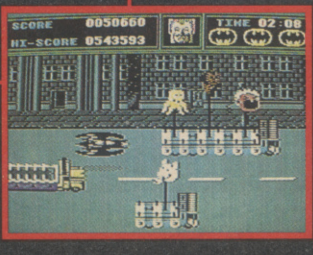
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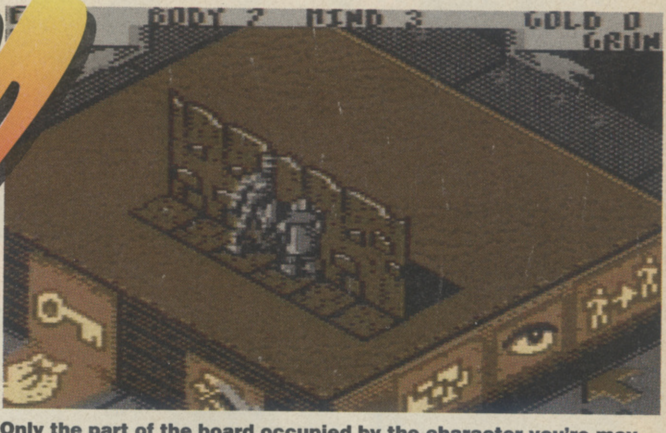
RETURN of the WITCH LORD



Only the part of the board occupied by the character you're moving shows up, making for a very spooky game indeed

The blocky graphics are easy to get used to

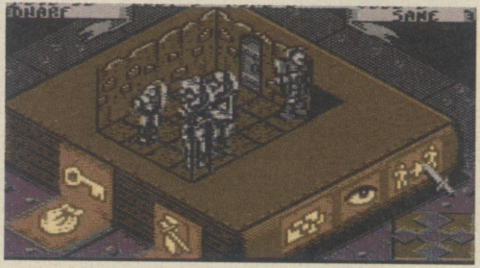
The most successful role-playing game of the year stages a comeback thanks to Gremlin, in the form of an expansion pack that gives *Hero Quest* players 10 new scenarios to choose from. *Return Of The Witch Lord* isn't a computer game in its own right, however. You need to load *Hero Quest* itself and select the Load Other option from the menu to get *Witch Lord* up and running. And even then, playing the new adventures isn't easy unless you've previously saved some dragon-waster level characters from past *Hero Quest* sessions (otherwise you won't be able to buy any equipment until you've completed at least one of the new quests).

Just as the original game was made up of 10 adventures that linked together, an equal number of new adventures hide in the shadows of the Witch Lord's domain. They're best played in the order they're presented because they lead up to one big showdown at the end. But be warned – they've been designed to present a serious challenge to even the toughest adventurers.

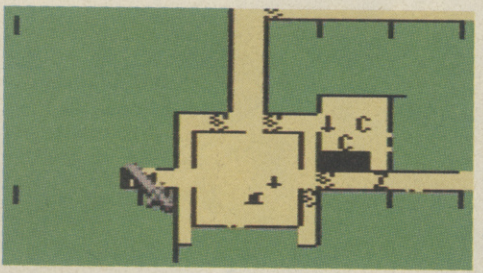
Allowing up to four players to join in, the game is presented as an isometric 3D map of the area the players are in. This is marked out in a square grid, allowing the characters and monsters to occupy one square each. Each character is controlled in turn and when all the characters have had their goes, the 'Evil Wizard Morcar takes control of the dungeon', meaning that the computer has its go, moving any monsters and making their attacks. This sequence is repeated throughout the game, move by move.

Characters move a random number of squares each turn. Before or after they move, they can search rooms and corridors for traps, treasure or secret doors. Whenever they move off the map through an exit, another map is drawn to show their new location. At any time, players can also take a look at an overhead 2D map of the whole area. But this only reveals what you've already explored.

Combat is another 'dice rolling' exercise that's weighted in favour of the players, though sometimes you wouldn't believe it. (Unfortunately however, Gremlin don't show you the dice rolling. This would have been easy to do, it was missed in *Hero Quest* and it's a shame it's been ignored this time as well.) Most of the monsters fall over for good when they get hit once. But, as players of the original will know, some of the tougher beasties can take more of a bashing – and *Return Of The Witch Lord* oozes zombies, mummies, chaos warriors and a thoroughly rotten supporting cast of creatures. In fact, as you hack and slay your way through the last of the scenarios, you encounter greater and greater hordes of monsters, making progress bloody and slow. But if that was all there was to the *Return Of The Witch Lord*, would it be worth having? Well, that isn't *all* there is to this expansion pack but there's not that much more, either.



A right little den of chaos. Time for spells!

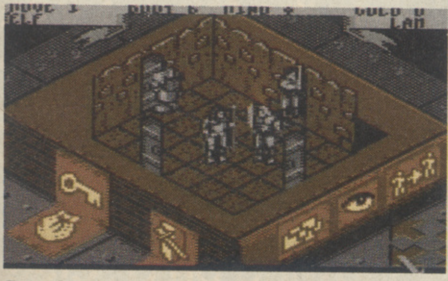


Check what's creeping up behind with the map

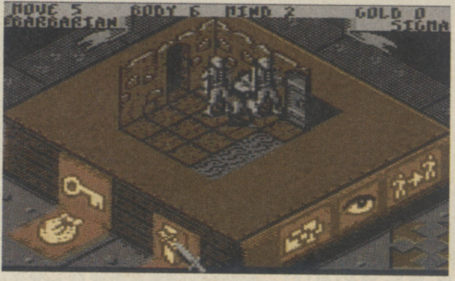
There are new rooms, new traps, new exits. But there are no new monsters, treasures, characters or spells. And there are still faults that Gremlin haven't fixed since first time around. Spell casters still can't interrupt their moves to cast spells, for instance – niggle, niggle.

If you got to the end of *Hero Quest* and wished for more, then don't wait a moment longer. *Witch Lord* will give you what you want. But if you thought that any future add-on would be one big bundle of exciting new ideas, think again.

SEAN MASTERSON



Dwarf, elf, barbarian and wizard stake out the exits to a room. Which way now?



The barbarian intelligently chooses this way, falling into a pit trap in front of skelies

Game	Witch Lord
Publisher	Gremlin
Cassette	£5.99
Disk	£7.99
Release	Now
Contact	0742 753423

POWER RATING

THE DOWNERS...

- There are no new spells, weapons or monsters (sob)
- There are actually fewer types of monster than in the original game
- Some old glitches are still there (and you don't see all the dice rolls!)

100

73%

0

- Up to four people can play
- Players of the original game can share 10 more dark dungeon adventures – if they're lucky enough to survive
- The original game system is a great way for anyone to play
- Crisp isometric graphics make events absolutely clear
- Upload old characters from past *Hero Quest* sessions
- Easy joystick control
- New traps and settings
- Hordes of monsters

...AND THE UPPERS

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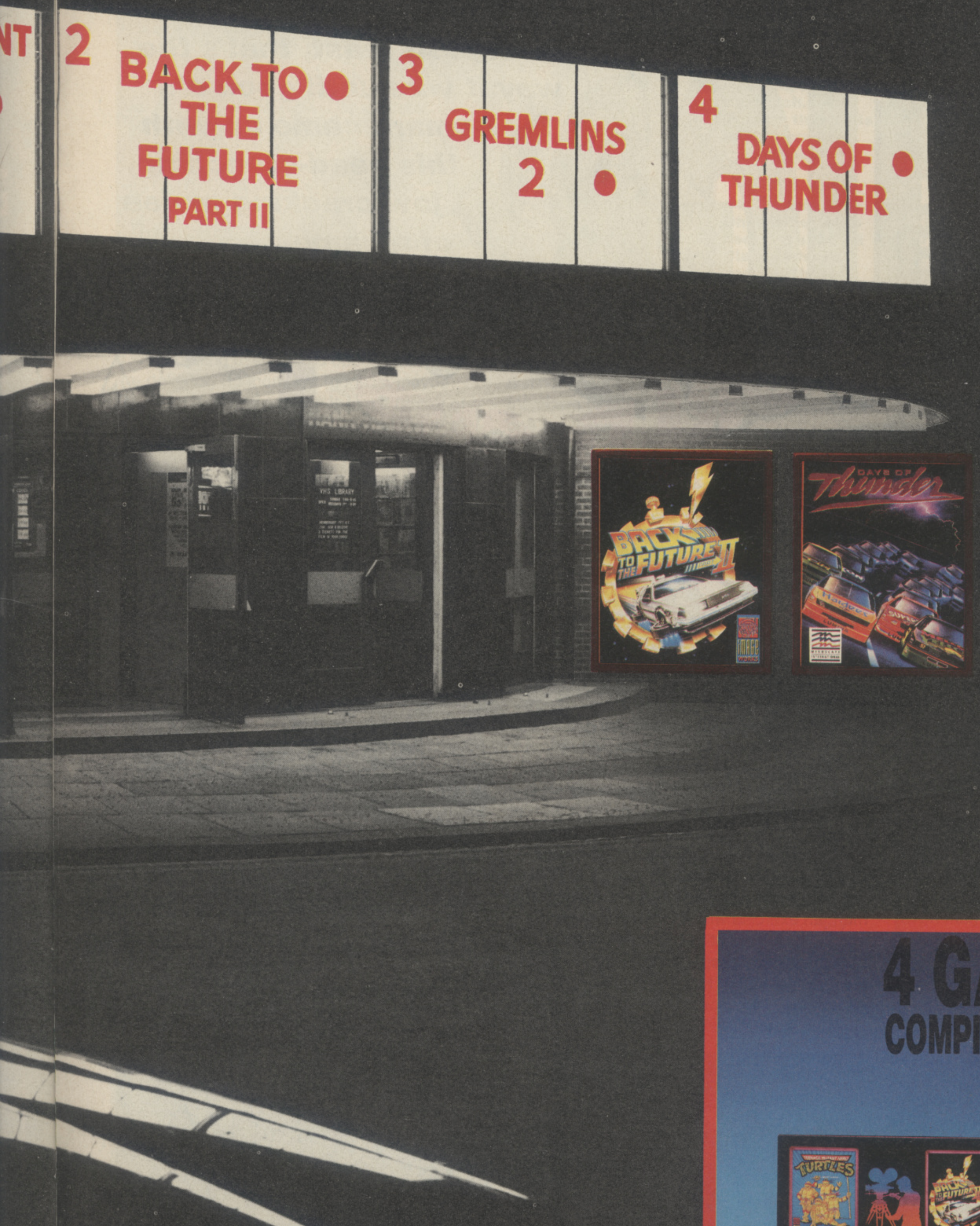
NT
2 BACK TO THE FUTURE PART II
3 GREMLINS 2
4 DAYS OF THUNDER
BACK TO THE FUTURE II
Days of Thunder

FORMATS

Commodore Amiga,
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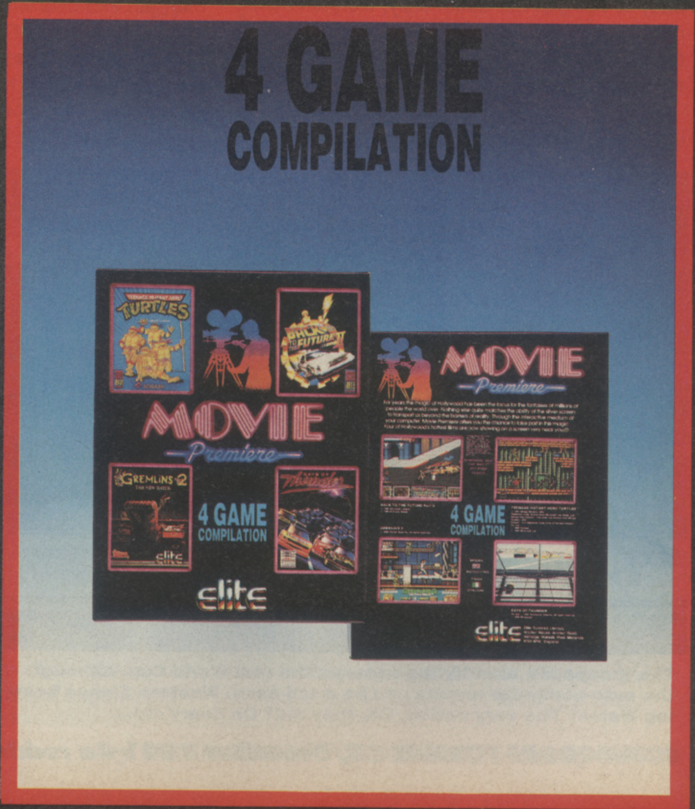
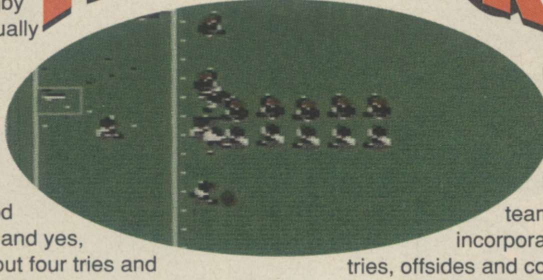

4 GAME
COMPILATION
TURTLES
MOVIE Premiere
GREMLINS 2
4 GAME COMPILATION
elite

Rugby eh? It's not much of game unless you're either built like St Paul's Cathedral or curled up in front of the telly watching the World Cup. At least, that's the way it was until good old Domark came up with this head-crunching, jaw cracking melee of a game...

RUGBY THE WORLD CUP

Personally, I'd just as soon walk up to Gary Chilcott, give him a large stick and call him a big fat sissy-pants, as try and play in a game of rugby. Either way, I'd end up with a face looking like a plate of mashed potato that's been left in the rain for rather too long. Much better to make a nice cup of tea, settle down in front of the telly and watch Chilcott and his beefy pals transform each other from head-cases to hospital cases.

The alternative is to get stuck into Domark's latest – *Rugby – The World Cup*, which, we're being told, will be to rugby what *Kick Off* was to soccer. This ever-so-slightly–dubious claim begs two questions: a) Is it really in the same league as *Kick Off*? and b) Is it the first C64 rugby game that's actually any good? The answers, perhaps a little predictably, are no and yes. No, because it's not nearly such good fun as *Kick Off*, and yes, because it's about four tries and five penalties better than any rugger game we've ever seen (admittedly, they've been desperately thin on the ground).



Line-outs seem to be even harder to win than scrums. But it's just a case of waggling the joystick like crazy

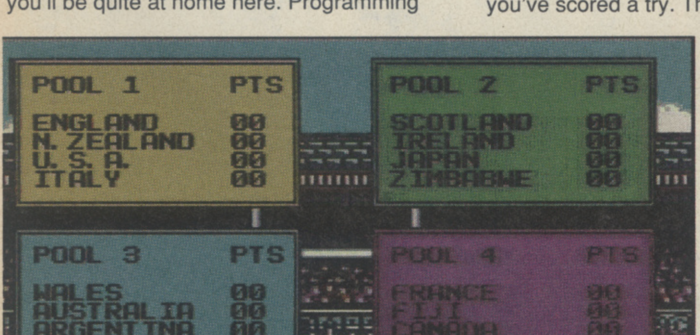
I don't want to go on about *Kick Off* but the fact of the matter is that these are unavoidably similar games. The view is straight down overhead style, there's a huge scanner there so you can see the whole pitch, it's reasonably quick and it's not at all easy to win games. Essentially, Domark have done to *Kick Off* what William Webb-Ellis did to soccer (he's the boy at Rugby School who ran with the ball, triv-chums).

Is it really in the same league as Kick Off?

If you're familiar with the rules of rugby you'll be quite at home here. Programming team Walking Circles have incorporated scrums, line-outs, tries, offsides and conversions in a game which captures the frantic flavour of the sport admirably. The only things that seem to be missing are the infringements and penalties you can fall foul of in the real game. But these would have been virtually impossible to get just right.

Each man running with the ball can leg it for the touch-line until he bumps into an opposing player. Then it's scrum down, and all you have to do to win the scrum is waggle that joystick like a madman; an exercise which can be a right old pain until you've got the measure of it. But to really get things going, pass the ball (backwards) or kick it (forwards) and on the game goes until – hurrah – you've scored a try. This is not as

OOFF! It's a Corker!



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ENGLAND      00     SCOTLAND     00
N. ZEALAND   00     IRELAND      00
U. S. A.     00     JAPAN        00
ITALY        00     ZIMBABWE     00

POOL 3      PTS     POOL 4      PTS
WALES        00     FRANCE       00
AUSTRALIA    00     FIJI         00
ARGENTINA    00     CANADA       00
W. SAMOA     00     ROMANIA      00

NEXT MATCH:
  ENGLAND(COL) V.  N. ZEALAND(CPU)
       ENGLAND PRESS FIRE
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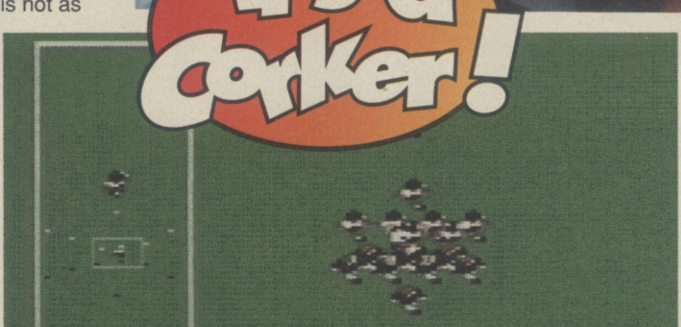
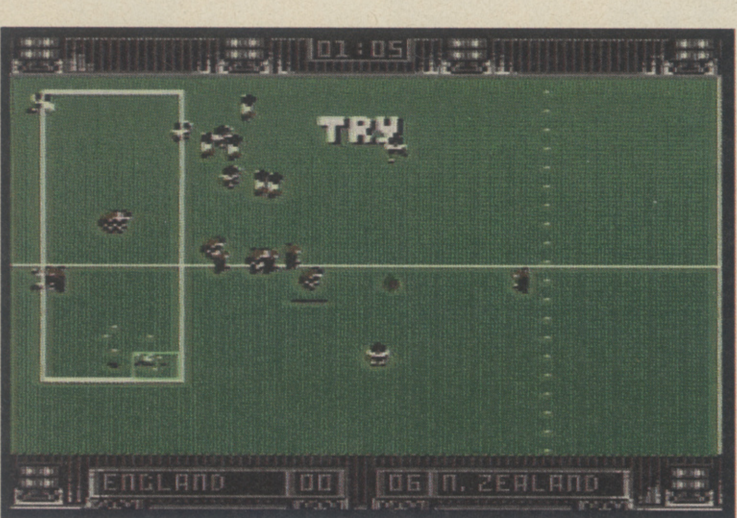
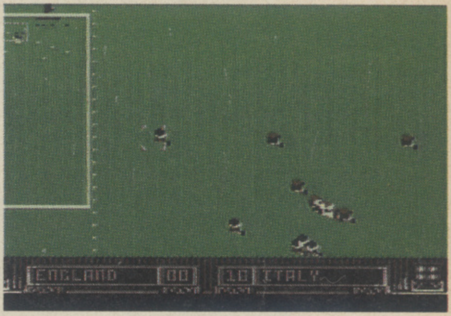
The groups are exactly the same as the real World Cup, although the auto-computer results can be a tad awry. Western Samoa beating Wales? The very notion. Oh, they did? Oh deary me...



Keeping half an eye on the scanner (to the left of the screen) can help when you're planning to make a move. But be quick, or the maulers will be all over you again. Er, a bit like in this shot



Uh-oh! When there's a bunch of burly chaps bearing down on you, run like crazy or give the ball to some other mug. Otherwise, you'll be the filling in a most unpleasant sandwich. Passing the ball is usually smarter than legging it



Hurrah. A try. Oh, maybe not. It seems it's the All Blacks who've scored. Those blasted Kiwis again...

Game	**Rugby – The World Cup**
Publisher	**Domark**
Cassette	**£10.99**
Disk	**£14.99**
Release	**Now**
Contact	**081 780 2222**

easy as it sounds because the controls take a lot of getting used to and opposition teams are definitely no monkeys (gorillas, maybe).

Kicking the conversion is just a matter of stopping a speedy cursor in front of the goal-posts as it swings hastily from left to right. The graphics on this tiny section aren't all they might be but the effect is convincing enough, for all of that.

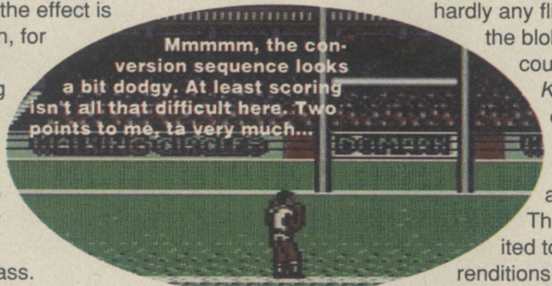
If the opposing team is on the attack, you just need to run your closest player into the attacker's way to cause a scrum-down or force a pass. Watch out though; he can dodge you if he's quick enough. (If he's an All Black, he's quick.)

All the teams for the recent and really quite fab World Cup, are featured, so you can take your chances against the All Blacks, the Kiwis or the Western Samoans in a single game or full tournament. Or if you'd like to play a more exotic team, the choice extends to Fiji, Japan, Wales, USA, Canada, Argentina and Romania (and I might have missed a few). As is often the case with such games though, the best way to play is against a pal – the *CF* office was blue with distinctly rugby flavoured language as certain members of the team attempted to out-do one another.

For a game that moves so quickly, the graphics are impressively slick. There's hardly any flicker and none of the blobs which unaccountably appeared in *Kick Off*. When it comes to audio quality however, what you get is disappointingly basic. The soundtrack is limited to unconvincing renditions of bouncing balls and referees whistling. It's not much of an event.

But that's a minor quibble against a game that's really heaps of fun. All right, so it's not going to sway you if you really hate rugby anyway. But personally, I'd much rather tackle this, than spend 80 minutes of a freezing Sunday morning facing up to 15 head-crunching nut-cases. Or is that nut-crunching headcases?

COLIN CAMPBELL



Mmmmm, the conversion sequence looks a bit dodgy. At least scoring isn't all that difficult here. Two points to me, ta very much...

POWER RATING

THE DOWNERS...

- Fiddly controls, poor sound effects

100

90%

- As true a rugger game as we've ever seen – only a couple of real game features have been missed
- Sticks the the World Cup formula, with plenty of opposition to tackle – a wide choice of teams
- Excellent fun as a two-player game
- Slick graphics, and a real feeling of speed
- Good documentation and well presented throughout
- The special graphics included for conversions and the like are well designed
- Fairly easy to get into and addictive into the bargain

0

...AND THE UPPERS

10 THUG-TASTIC RUGBY FACTS

1 The Rugby World Cup is the third biggest global sporting event – only the FIFA Soccer World Cup and the Olympic Games attract larger audiences.

2 Some two billion people are estimated to have tuned into at least one of this year's World Cup matches.

3 A qualifying match between Morocco and the Ivory Coast had to be abandoned with ten minutes remaining, because of a huge scrap between the players.

4 England Coach Roger Uttley also holds the job of head of games at the famous public school, Harrow.

5 French front-row players have been known to head-butt each other before a game, in order to psyche themselves up. Er, yep. (See 7.)

6 All Black, Grant Fox holds the record for the most points scored in a World Cup tournament. He notched up a whacking 126 in 1987.

7 Twickenham was a market garden before the Rugby Union bought the land for a little over £5,000 in 1907. So? Well, the place has a long history of badly bruised vegetables.

8 If you ever go to Blackpool, don't get into any trouble. England's ginormous second row forward Wade Doolley works as a cop in the seaside town. You have been warned.

9 Idi Amin, the now-deposed and thoroughly bonkers Ugandan dictator, was a keen rugby player in his youth.

10 The rugby ball got its shape by being sat on by fat boy at Rugby School. (That's utter nonsense but we ran out of facts. Oh dear.)

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PAUL KIDBY '91

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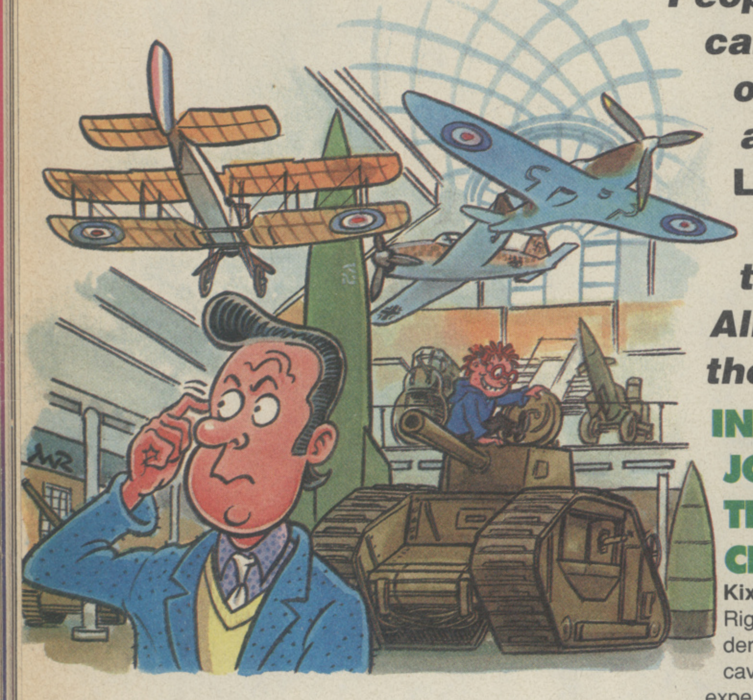
People always accuse me of getting carried away. This time they say I'm obsessed with World War 2 hardware, after playing **Indiana Jones And The Last Crusade** ***non-stop for two weeks. Honestly, people exaggerate the effect playing these games has. All I said was that I wanted to go to the Imperial War Museum...***



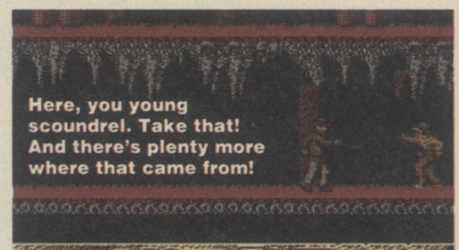
The Imperial War Museum was amazing! It did seem rather expensive though, to keep all those perfectly good weapons in mothballs when Trident submarines cost so much. The only thing older than all those tanks and planes was my dad, so I lost him while I was inspecting a tank like the one in the Indy game. I didn't suppose anyone would mind if I made sure it looked the same inside as it did in the film...

INDIANA JONES AND THE LAST CRUSADE

Kixx, £3.99

Right, here, Indy must wander around the scrolling caves of doom, collecting expensive artefacts and avoiding the baddies who have recognised their investment potential.

As well as bashing these guys with your whip, you (as Indy, of course) come up against the kinds of puzzles, tricks and traps that you see in the film. Well not really. The tricks consist of stuff like lighting up torches when it gets dark or pausing occasionally to avoid falling stalactites (ouch).



Here, you young scoundrel. Take that! And there's plenty more where that came from!

The Indy sprite is pretty large (as are all the sprites, actually), so while they look good when they're not moving, they become jerky and slow when forced into action. This isn't very Indy like and, to be honest, neither is the game as a whole.

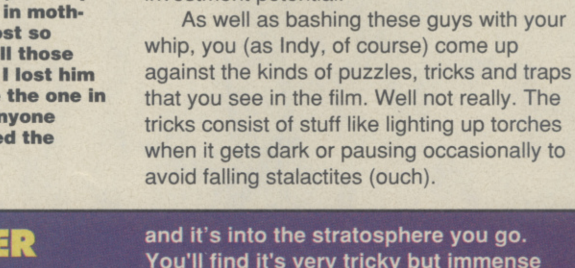
Trouble is, it takes so long to jerk your way around the levels, you'll probably waste

STUNT CAR RACER

Kixx, £3.99

3D high-speed motor-racing action thrills-'n'-spills-type excitement ahoy! *Stunt Car Racer* gives you a jalopy, a twisty, turny circuit with jumps and high bits and an opponent determined to see you sail off the most dangerous corners and out of the race. You must tear round several tracks at top speed, trying to beat or ram this guy into submission.

Each track features a jump, some criminal bends or some large humps, which you've got to negotiate at just the right speed in order to stay in the race. Too slow and you'll get beaten, too fast and it's into the stratosphere you go. You'll find it's very tricky but immense fun as well.



If I could just attach a tow-rope to his exhaust, I'd save a fortune in petrol. (But the opponent is having none of it as he streaks away from Roger's stinginess)

It's fast, the graphics are great and it's nail-bitingly, nerve-breakingly exciting. You can also race in a tournament with other like-minded pals.

I know it'll be a shock, but it's time to untack the carpet and dig out your 1982 Christmas money, because if you don't get hold of *Stunt Car Racer* your chums will chide you for millennia to come.

STUNT CAR RACER

Fast, fun and fiscally fairly frugal. This is a game worth swapping your toe-nail collection for. (Failing that, go ahead and buy it!)

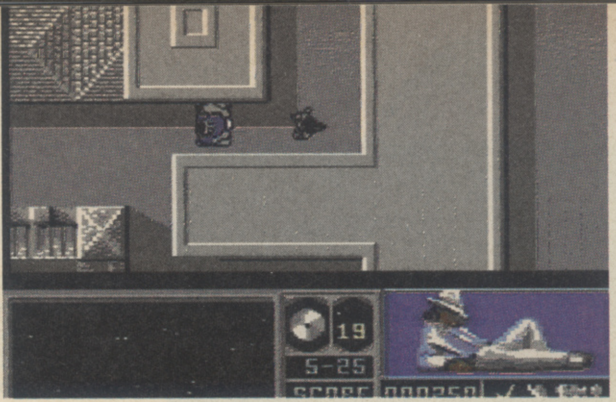
FRAME RATE 92%

about £250 in electricity alone before you get to the end of just one of the levels. If you like big long games, this might be fine but I couldn't stand all that getting up and sticking 50p-shaped pieces of ice into the meter, only to return to the game and struggle on for another hour and get about 3 inches further.

INDIANA JONES AND THE LAST CRUSADE

The way he moves, it's sure to be the last crusade Indy tackles without the aid of orthopaedic footwear. Not recommended except for the very patient.

FRAME RATE **35%**



Round the houses with Michael Jackson. Avoiding baddies is all well and good, but where's the chimp and the oxygen bubble?

MOONWALKER

Kixx, £3.05

You don't see many moonwalkers these days, do you? This is because moonwalking wears out your shoes at least a third faster than ordinary strolling.

Plucky Michael Jackson is still at it though and you control him as he wobbles around four locations, looking for the four parts of a rabbit costume to wear (he's as mad as a battleship, you see). It's a top-view job and you must simply avoid the baddies as you steer around the obstacles on your quest.

Not rivetting, eh? Well there is a distinct lack of excitement, as someone called Mr Big sends his hordes after you. The trouble is, it's not very responsive or quick. If you see someone coming, you moonwalk the other way. The views aren't particularly spectacular and if you're an insomniac you'll have found a £3.05 cure.

MOONWALKER

Spendthrifts like me will be pleased to hang onto their hard-won moolah rather than take this mangy trip to Jacksonville.

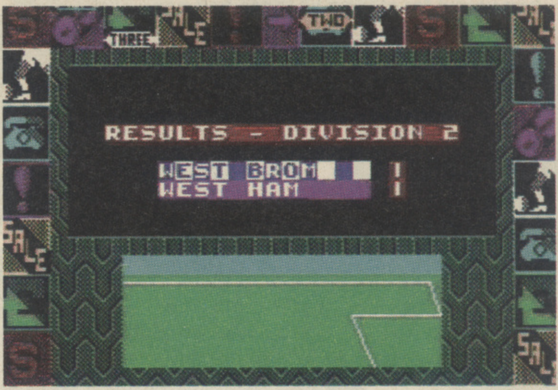
FRAME RATE **41%**

SOCCER RIVALS

Cult, £3.99

Everybody knows that watching football is a mug's game. Why turn on your telly when you can stand outside your neighbour's living-room window and see it for nothing?

If you're a fan, then *Soccer Rivals* might be your 'thing'. You get to choose your team, train them, cause serious injuries and otherwise faff around with their well-being. When you're happy, you can send them to certain slaughter by entering them into a match. But do you get to watch this (or any) match? No. You simply see the results whizz past. If you've won, congratulations. Now it's time to do the whole thing again. And again. Until you've won the Cup in fact. As management games go, *Soccer Rivals* is no worse than any of the others. But as raw, fast-living excitement is concerned you'd be better off checking under bus-seats for chewing-gum.



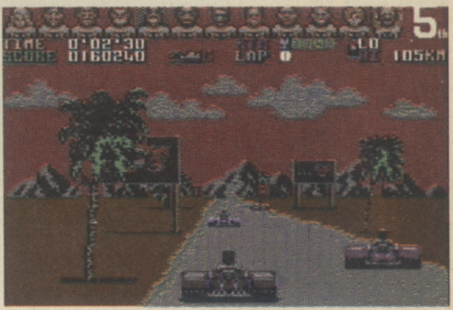
Follow the on-screen action (erm, not quite on-screen, though, as this picture shows)

Sure enough the tank was exactly the same. I started the engine up to see if it would sound better than it did though our mangy TV speaker. Unfortunately, Dad noticed the fumes choking some tourists nearby and he gave me a piece of his mind (not much, in other words)...

SOCCER RIVALS

A management game which you should manage to avoid.

FRAME RATE **31%**



Overtake me, will you? Nobody beats 'Rapid Roger' on the track (except perhaps Jason the skinhead)

POWER DRIFT

Hit Squad, £3.99

If you've ever been overtaken by a skinhead in a beach-buggy, now's your chance for revenge. *Power Drift* is a 3D driving game in which you must race seven other cars (including the skinhead's) to get third place or better. The cars do about 240 km/h and the tracks are as windy as a snake with indigestion, so grip your joystick with both hands and prepare to shed some perspiration.

It's colourful, it's quick and it's pure teeth-grinding, gear-changing fun as you belt round each circuit trying to keep ahead of the bods breathing down your neck.

The idea isn't especially new, but *Power Drift* is the most playable game of it's type. Let me tell you, if you aren't instantly thrilled by the high-speed chases through interesting terrain, you should go back to growing cress in the airing cupboard.

POWERDRIFT

Great the first time round and if you missed it then, you mustn't miss it now. A classic racing game.

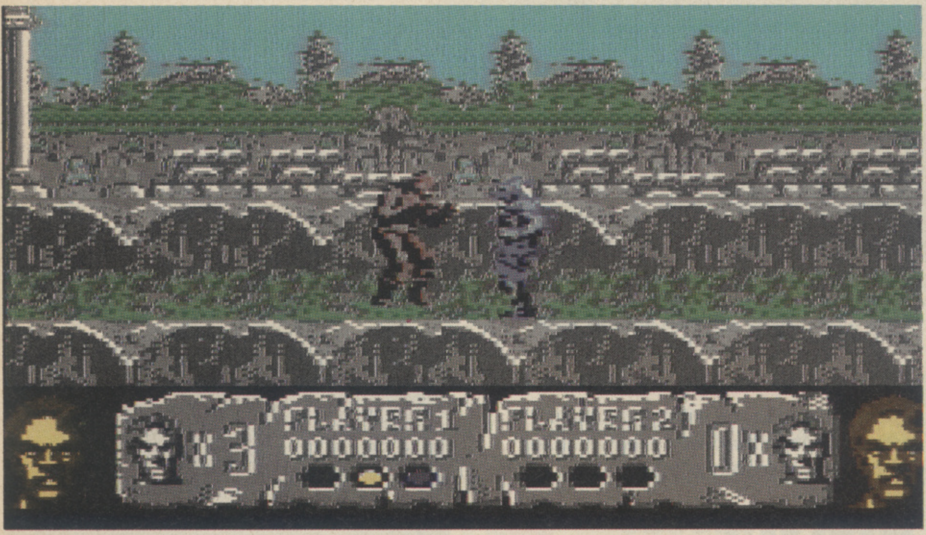
FRAME RATE **41%**

ALTERED BEAST

Hit Squad, £3.99

The scenario is simple. Zeus, god of everything, has asked you nicely to save his daughter Athena from running all those poster shops. Well, actually she's given that up anyway and is being held by Nelf, Lord of the Underworld.

You must make your sideways-scrolling way past all Nelf's minions to rescue her, with only your incredible fighting skills to protect you. As you wander along, all manner of creatures attack you, including old men, doggies and firey demons. Crouch, kick, punch and jump your way past all of these and



Well met, my friend! Oh. You offer me this knife? I thank.. urgghh! Hacking and slaying your way through *Altered Beast* ain't easy. Never met a lycanthrope yet who was a push-over

press on through the ravines of Hell. It's not as spooky as it sounds but it's a big and playable game which gets you hooked as you go further into it. There's lots of nice scenery and no shortage of good, old-fashioned thumping to do, so if you're feeling adventurous (and I admit that I am, at the mo) it's worth a go.

ALTERED BEAST

It won't remove your shoes and socks and place them on a wardrobe, but it's still a pretty good beat-'em-up.

FRAME RATE **75%**

QUATTRO COIN-OPS

CodeMasters, £3.99

Another four games for £3.99 is £0.9975 a game, which might not be too bad. The games are *Fast Food, Pinball Simulator, Pub Trivia* and *Fruit Machine. Fast Food* is a Pacman affair, with a moveable blob, ghosts and, oh, everything else. It's fast and fun (if you like that sort of thing, and I do). *Pinball Simulator* is just that. Flipping away for hours can get a bit boring but it's certainly playable.

Pub Trivia asks you lots of questions about pubs (only kidding, it asks you about loads of topics) and *Fruit Machine* lets you watch piccies of cherries whizz past your eyeballs. None are brilliant but they're all diverting for a rainy afternoon when you're in bed with concussion and it's cheaper than a return ticket to New York.

QUATTRO-COIN OP

Cheap and cheerful, just the way I like 'em. Four playable games and a cassette box useful for storing all those half-pennies you saved

FRAME RATE **79%**

HEROES OF THE LANCE

Kixx, £3.99

Set in the Land Of Krynn, *HOTL* ses you, the warrior of Grynn, looking for the magic Hand of Brynn and the mystical Eye of Drynn. It really is the most appalling tosh. But if you've any interest in this sort of quest, read on. It's an official Advanced Dungeons & Dragons game, which means that it's dead complicated, especially if you've been clever enough to avoid forking out for the D&D books and lead figures that normally go with the hobby.

But what you get here is a sideways-scrolling, joystick controlled beat-em-up (for want of a better word). The quest you're on is big enough to keep you burning valuable electricity long into the winter nights, but, as I say, it'll only really appeal to fans of fantasy. The action isn't thick enough for demanding gamers like me.

Graphics and sound are pretty okay, though, and the whole thing is smooth and, when you're not being interrupted by little mesages, fast. When your band of travellers get into combat, you control it all with the stick, so you're actually an important factor, rather than a spectator just sitting there, watching your people get slaughtered. You can get really into it.

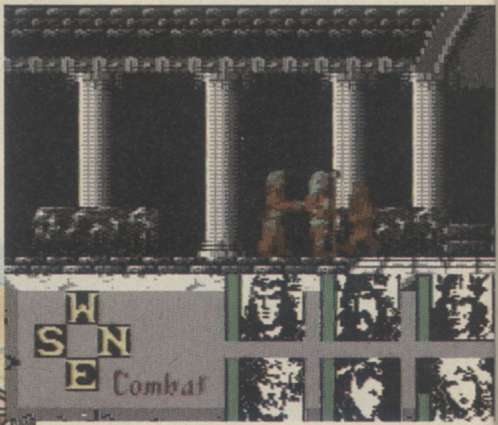
Exploring the Land of Krynn is fun. (Who knows? You might even want to map the whole thing!) So overall it's a bit specialised for me, but if you're a fan you'll be kept happy for many a moon with *HOTL*.

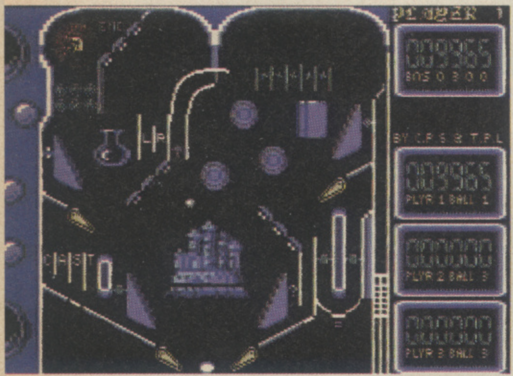
HEROES OF THE LANCE

Not the most enjoyable beat 'em up but one that should keep the fantasy fans drooling now that it's a quarter of its original price.

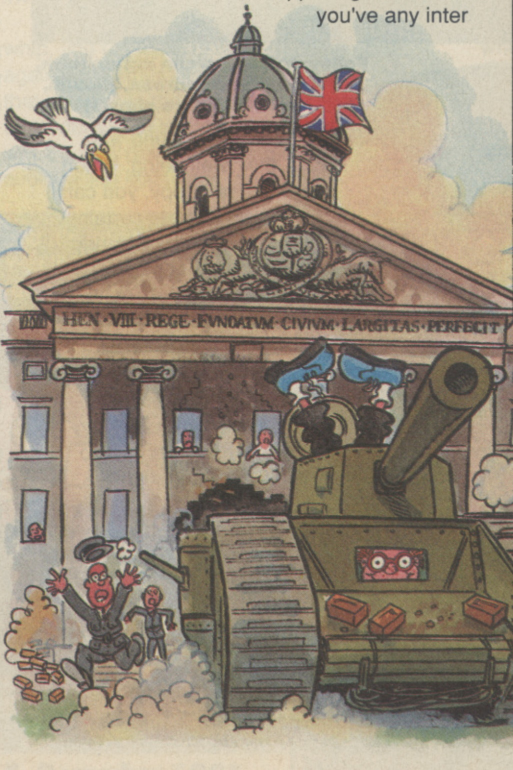
FRAME RATE **72%**

Grimbor and Crogglethwacket meet Zengar, Lord of Topsoil. Quick as a flash, they stand and wait for him to make the first move. Can you handle such high drama?





Well at least you don't have to put money into this machine, eh readers? (wink wink)



When Dad shouted, 'Get out of here, now!' I must have hit the accelerator pedal and we jerked forward. Dad could see where we were going but I couldn't until he decided to stop being a killjoy and climb in.

But Dad had obscured a large wall that I didn't see until too late. But they should have shown the tank crashing through a wall in Last Crusade. Honestly, it looks incredible from the inside.

Anyway, take it from me, tanks are even easier to get into than Ford Escorts. So plan a visit to the Imperial War Museum (when it re-opens). It's a scream. Especially if you wind up being driven over by a nutter

Framed: CF15, December 1991

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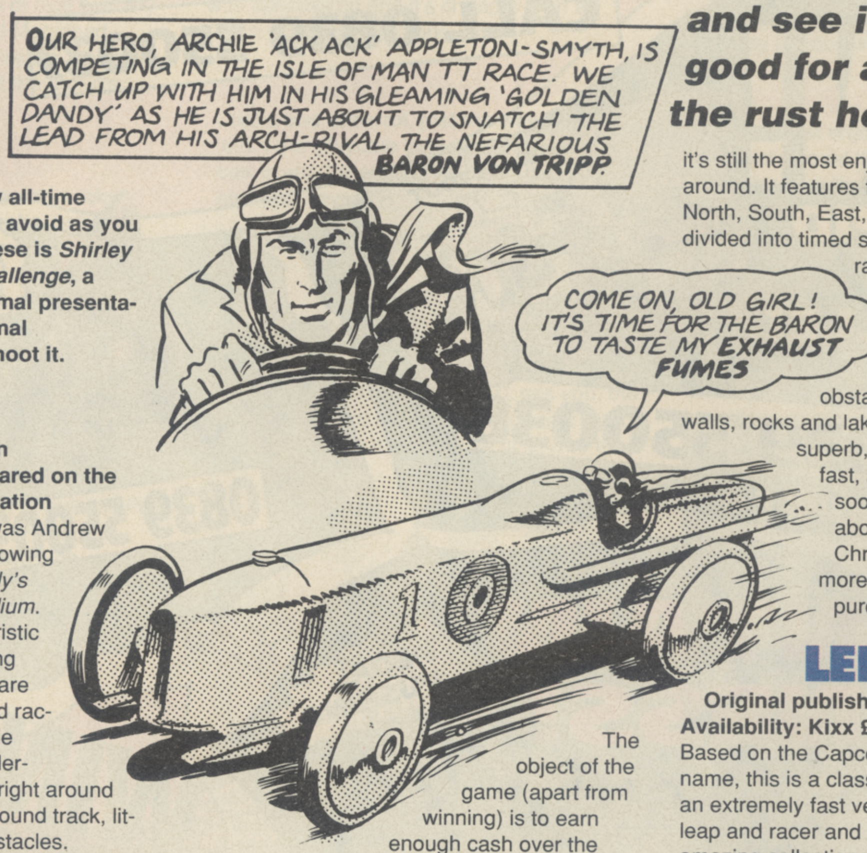
GAMES THE FAS

With Imageworks' long awaited Cisco Heat on the starting grid, we asked Gordon Houghton to pull the tarpaulins off some old bangers and see if they're good for anything but the rust heap

The latest driving games aren't necessarily the most playable: a quick glance at these models reveals four jalopies over five years old (though none of them can match the technical excellence of *Turbocharge*, reviewed in *CF13*). One release you won't find in this list is *Stunt Car Racer* because it's reviewed elsewhere in the magazine. Its programmer, Geoff Crammond, is also responsible for the finest driving simulation on the C64: *Revs*. But we'll catch up with that later.

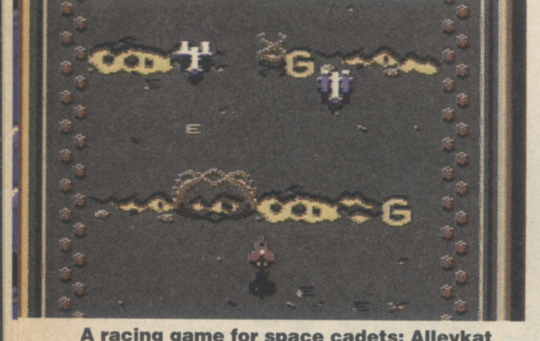
Most of the new driving games give you a 3D first-person view of the track but this wasn't always the case. Games such as *Super Sprint* used overhead perspective. *Up 'N Down* and *Racing Destruction Set* gave us side-on 3D and *Spy Hunter, Alleykat* and *LED Storm* scrolled vertically. All qualified as good, fast racing experiences. Of course, for every great game there's a jam of mediocre ones: licences such as *Wec Le Mans, Super Monaco Grand Prix, Chase HQ, Out Run, Continental Circus* and *Hard Drivin'*, and originals such as *Ferrari Formula 1, 4x4 Off Road Racer, Grand Prix Circuit* and *Test Drive* all failed because the 3D wasn't up to scratch or the control method wasn't quite right. However, there are the few all-time turkeys, which you should avoid as you would a Lada. Worst of these is *Shirley Muldowney's Top Fuel Challenge*, a drag-racing sim with abysmal presentation, appalling 3D and dismal backdrops. If you see it, shoot it.


OUR HERO, ARCHIE 'ACK ACK' APPLETON-SMYTH, IS COMPETING IN THE ISLE OF MAN TT RACE. WE CATCH UP WITH HIM IN HIS GLEAMING 'GOLDEN DANDY' AS HE IS JUST ABOUT TO SNATCH THE LEAD FROM HIS ARCH-RIVAL, THE NEFARIOUS BARON VON TRIPP.
COME ON, OLD GIRL! IT'S TIME FOR THE BARON TO TASTE MY EXHAUST FUMES
1

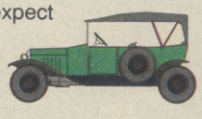
ALLEYKAT

Original publisher: Hewson
Availability: Deleted. Appeared on the *10 Computer Hits 4* compilation

First released in 1986, this was Andrew Braybrook's fourth effort, following the superb threesome *Gribbly's Day Out*, *Paradroid* and *Uridium*. It's a one- or two-player futuristic race game set in eight orbiting space stadia, each of which are unique in terrain and required racing style. You drive a versatile craft that climbs, dives, accelerates, fires and moves left or right around a vertically scrolling, wrap-around track, littered with other craft and obstacles. The object of the game (apart from winning) is to earn enough cash over the season to enter the really big tournaments. It might not sound like much but the action is a fast and furious combination of reflexive dodging and quickfire blasting – and, as you'd expect from Andrew Braybrook, the presentation is absolutely superb throughout.



A racing game for space cadets: Alleykat puts the pits into orbit. At least you don't have to change tyres too often



BUGGY BOY

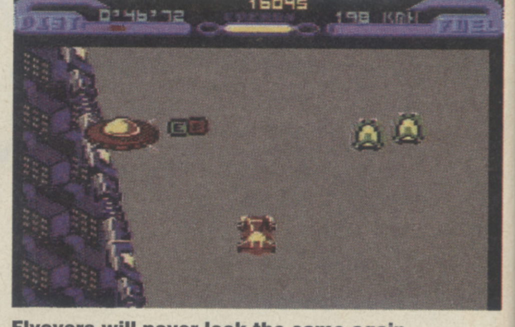
Original publisher: Elite
Availability: Encore £3.99

Based on the eponymous Tatsumi coin-op, *Buggy Boy* is four years old this month – and it's still the most enjoyable racing game around. It features five different courses – North, South, East, West and Offroad – each divided into timed stages. You don't actually race against anyone else: the whole point of the exercise is to complete the stages, collect bonuses and avoid obstacles such as fences, walls, rocks and lakes. The control method is superb, the update speed very fast, and the variety of courses soon has you hooked. Forget about the Porsche this Christmas – this is a far more important purchase.

LED STORM

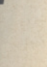
Original publisher: US Gold
Availability: Kixx £3.99

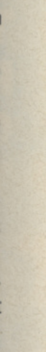
Based on the Capcom coin-op of the same name, this is a classic for two reasons: 1) it's an extremely fast vertically-scrolling dodge, leap and racer and 2) it's got one of the most amazing collections of synthesised music

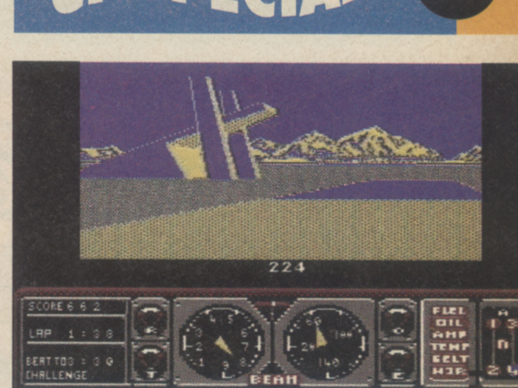


Flyovers will never look the same again once you've gone over the top with US Gold's nifty little number, *LED Storm*

S FROM
ST LANE





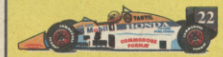


224
SCORE 6 6 2
LAP 1:38
BEST TOD = 3 0
CHALLENGE
BEAM
FUEL
OIL
AMP
TEMP
BELT

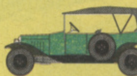
Don't be misled if you think these graphics look dull. They get worse when they try to move ('lurch' would be more appropriate)

Skid marks

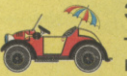
All of the games below will provide hours of enjoyment (or, at worst, a good laugh) but to help you sort out the best of the best, we've devised this cunning ratings system (well, we think it's cunning).



1. The ultimate driving game upon which a whole thesaurus full of praises could be bestowed without embarrassment.

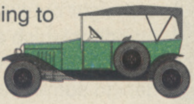


2. Great in its day but since superseded or a driving sim that doesn't quite fit the category of The One I'll Be Playing Five Years From Now.



3. A 2CV amongst race games – getting on a bit but a classic model which will give its supporters plenty of enjoyment (sometimes).

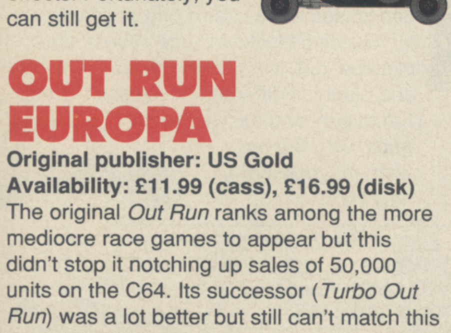
you'll ever hear. The basics include nine different levels (all of which are beautifully done, with full-screen parallax scrolling) and loads of extras. Unexpectedly enough, these include huge, bullying juggernauts, frogs that slow you down (!), energy pods and deadly canyons. There's little to match it for speed and simply nothing to beat its raucous audio effects. Fortunately, you can still get it.



OUT RUN EUROPA

Original publisher: US Gold
Availability: £11.99 (cass), £16.99 (disk)

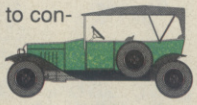
The original *Out Run* ranks among the more mediocre race games to appear but this didn't stop it notching up sales of 50,000 units on the C64. Its successor (*Turbo Out Run*) was a lot better but still can't match this third release in the series for speed, detail or action. *Europa* is also the first of the three to feature a credible plot: the bad guys have stolen a briefcase full of top secret documents, and your job is to tail them across Western Europe.



SPEED
207 km/h
TIMER
14.0
SCORE
0006330
FASTER!
GB
Boost

Just about the only vehicle you don't get to drive in *Out Run Europa* is an articulated truck – now there's an idea

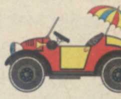
The 3D graphics (including tunnels, dips and hills) are smooth and fast and colourful – but the best part of the game is the variety of vehicles you get to control: a couple of sports cars, a bike, a jet-ski and a speedboat.

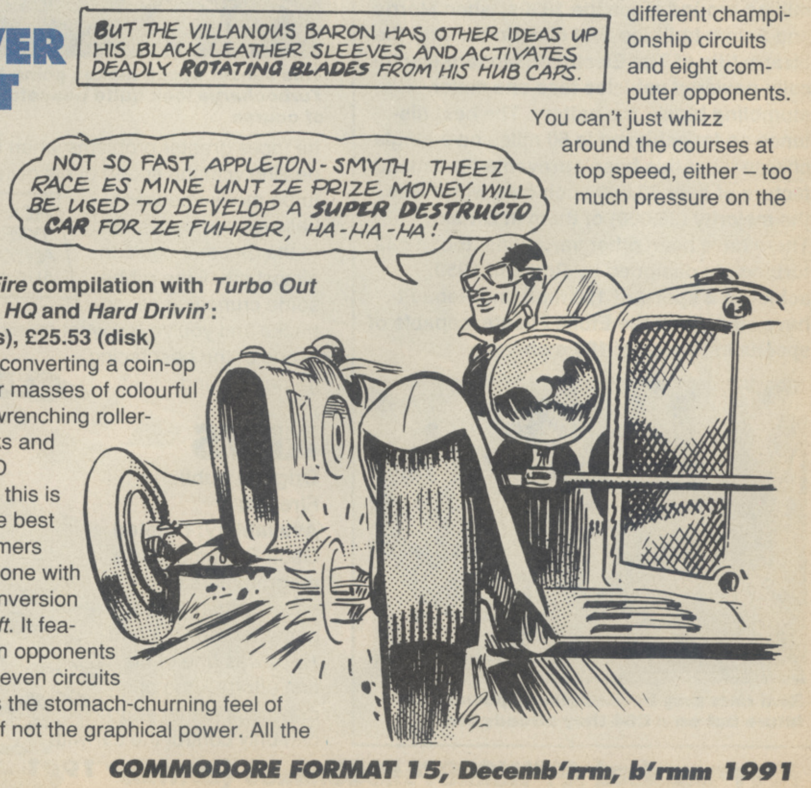


POWER DRIFT

Original publisher: Activision
Availability: Featured in Domark's *Wheels of Fire* compilation with *Turbo Out Run, Chase HQ* and *Hard Drivin'*: £15.31 (cass), £25.53 (disk)

It's not easy converting a coin-op renowned for masses of colourful sprites, gut-wrenching roller-coaster tracks and super-fast 3D scrolling, but this is just about the best the programmers could have done with the home conversion of *Power Drift*. It features a dozen opponents and twenty-seven circuits and captures the stomach-churning feel of the original, if not the graphical power. All the races take place on `stunt' tracks, along which you'll find hazards such as mud, snow-covered tarmac, desert sand or night driving. Worth a look.

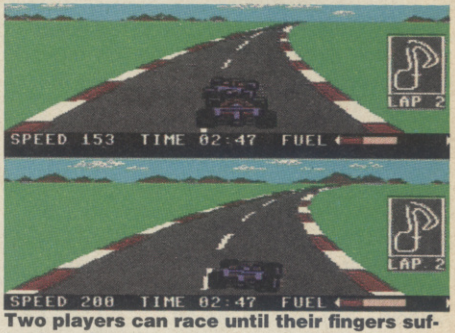




BUT THE VILLANOUS BARON HAS OTHER IDEAS UP HIS BLACK LEATHER SLEEVES AND ACTIVATES DEADLY ROTATING BLADES FROM HIS HUB CAPS.
NOT SO FAST, APPLETON-SMYTH. THEEZ RACE ES MINE UNT ZE PRIZE MONEY WILL BE USED TO DEVELOP A SUPER DESTRUCTO CAR FOR ZE FUHRER, HA-HA-HA!

PITSTOP II

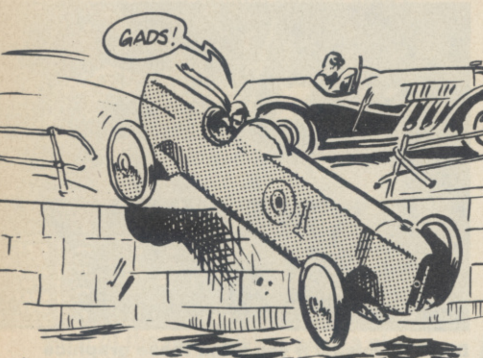
Original publisher: Epyx / US Gold
Availaibility: Kixx, £3.99. Also appeared on the *Epyx Epics* compilation



LAP 2
SPEED 153 TIME 02:47 FUEL
LAP 2
SPEED 208 TIME 02:47 FUEL

Two players can race until their fingers suffer from joystick fatigue in Pitstop II – a real piece of class software

The first Commodore race game with smooth, detailed 3D, this was an instant hit when released in 1985. It's a Formula 1 driving game with three difficulty levels, six different championship circuits and eight computer opponents. You can't just whizz around the courses at top speed, either – too much pressure on the



tyres caused by bad driving eventually leads to a blow-out – so the program thoughtfully provides a pit-stop facility which allows you to refuel and re-tyre. You won't find a better two-player head-to-head driving game anywhere on the planet.

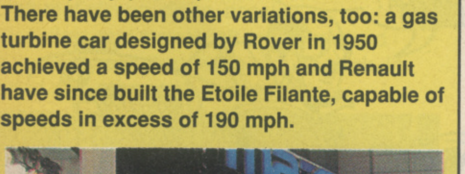
UP 'N' DOWN

Original publisher: US Gold
Availability: Deleted

This is the oldest driving game in this selection. *Up 'n' Down* was one of the first games to feature forks in the road. Graphically and sonically it's no great shakes: the tracks move slowly, the backgrounds lack detail, and the tune is jolly but repetitive. It's the gameplay that keeps you hooked. However, the action (a simple case of driving up and down hills and leaping over other cars) just gets harder and harder until you feel like chucking the C64 through the window... Not state-of-the-art but good for a laugh, *Up 'n' Down* is more down than up.

Volts wagens

Alternatives to the petrol engine have been milling around since the 1890s, when Morris and Salom built the first electric car with the bizarre title of The Electobat. Modern electrically-powered vehicles face one major stumbling block: the battery. The best distance so far achieved is 50 miles on a single charge – but this hasn't prevented the manufacture of over 60,000 such cars worldwide, the majority (35,000) of them in Britain. There have been other variations, too: a gas turbine car designed by Rover in 1950 achieved a speed of 150 mph and Renault have since built the Etoile Filante, capable of speeds in excess of 190 mph.

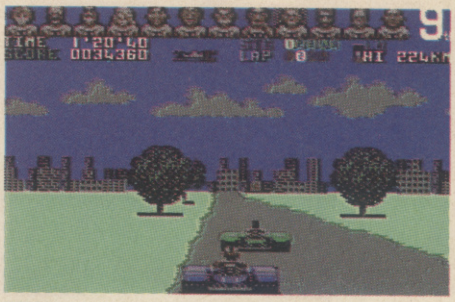


Real cars may be electrically powered in future but on a C64 they already are

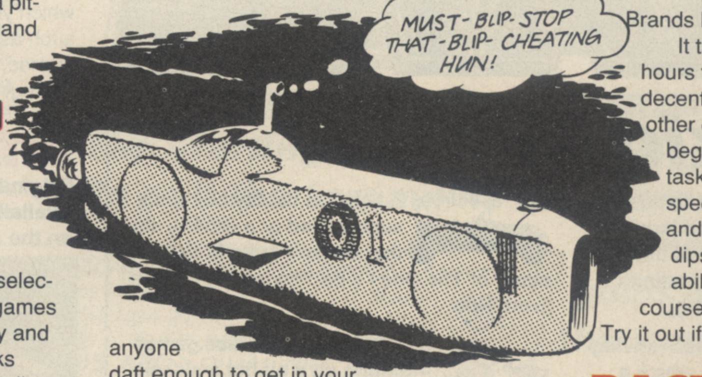
TURBOCHARGE

Original publisher: System 3
Availability: £11.99 cass, £16.99 disk

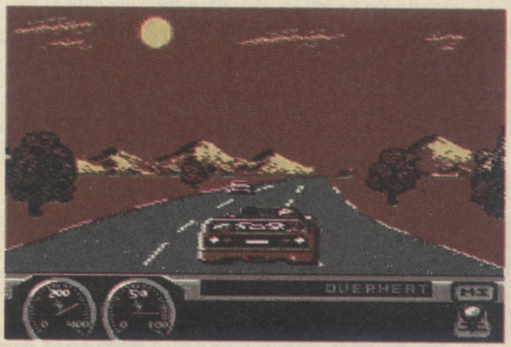
Just when you thought the 3D racing genre had conked out, *Turbocharge* breathed life back into the machine. The plot concerns terrorists, arms dumps and your good self – a customs officer who earns enough dosh to drive around in a Lamborghini. The result is a game that combines driving, collecting fuel and bumping off anyone daft enough to get in your way. Ain't life tough.


TIME 1'20"40
SCORE 0034360
LAP 0
HI 224KM

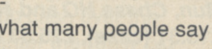
Which way are these cars going? Answers on a postcard please to the usual address


DISASTER! AS ACK ACK PLUNGES INTO THE MURKY DEPTHS OF THE IRISH SEA. OR IS IT? AS THE GOLDEN DANDY TRANSFORMS INTO A MIDGET SUBMARINE
MUST-BLIP-STOP THAT-BLIP-CHEATING HUN!

Armed helicopters and terrorists are all in a day's work for Captain Customs Officer – he faces greater problems when it comes to dealing with the speed of his own car (in turbo mode you won't believe your eyes). Add to the fact that you can almost smell the rubber some crunching soundtracks and you've got what many people say is one of the best racing games around.



This sunset scene makes going for a spin in *Turbocharge* look quite peaceful – which it isn't, of course

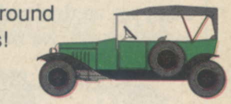


REVS

Original publisher: Firebird
Availability: Deleted

Geoff Crammond is a programmers who's never written a bad game for the C64 and *Revs* was one of his first efforts – the only drawback is that you can only control the car with an analogue joystick, paddles or keys. It's a fully-fledged Formula 3 racing simulator, featuring two famous tracks (Silverstone and Brands Hatch).

It takes you at least a couple of hours to get round either track in a decent time. Consider that there are 19 other opponents to defeat and you begin to realise that enormity of the task. However, what makes this so special is its 3D: exhilarating speed and detail combined with realistic dips and bumps and even the ability to drive around courses backwards! Try it out if you can.



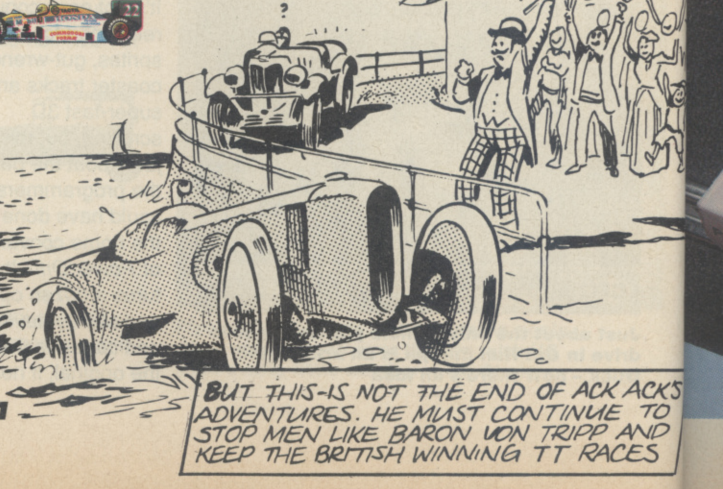
RACING DESTRUCTION SET

Original publisher: Ariolasoft
Availability: Deleted

RDS is one of the few side-on 3D racing games to have appeared. It features 50 split-screen two-player tracks, 19 based on real courses and 31 originals.

This is pretty comprehensive in its own right but the package also includes an editor which allows you to build your own courses. There's great potential to design some really amazing courses.

Building blocks include several kinds of slope, dirt, ice, gravity, chicanes, jumps and plenty of different vehicles. It's great fun to play and easy to get to grips with. But be warned: copies are very rare.


ACK ACK MAKES A LIGHTNING UNDERWATER TYRE CHANGE AND PROPELS HIS REMARKABLE AUTO ONTO DRY LAND, AND FLASHES AHEAD OF THE DEVIOUS GERMAN.
?
BUT THIS IS NOT THE END OF ACK ACK'S ADVENTURES. HE MUST CONTINUE TO STOP MEN LIKE BARON VON TRIPP AND KEEP THE BRITISH WINNING TT RACES

IT'S THE SCALEXTRIC CISCO HEAT COMPO

'Erm, hello and welcome, it's me, Murray Corker, here at the first *Commodore Format* Grand Prix and all the signs are that it's going to be a fantastic race. For the winner today, there's none of that cheap Champagne rubbish or grotty old flowers but a massive Pole Position Scalextric set... What am I saying? What am I saying! That's not one but five, yes, FIVE Scalextric sets on offer to the top drivers today, worth a total of £400! As the excitement mounts I can also tell you that there are ten, yes, TEN copies of Imageworks' new cops-'n-racers game *Cisco Heat* on offer to the next ten drivers to take the chequered flag.

The warm-up lap's over, the red light is on, so let's go down to the grid for the really rough stuff. It's time for the questions in this three-lap race. Not surprisingly the theme is, my favourite topic – Grand Prix Formula One.'

POLE POSITION
SCALEXTRIC
REV UP...
BURN OFF!

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Lap 1) What nationality is Ayrton Senna?

Lap 2) Who was the last British Formula One World Champion?

Final lap) What's the highest speed a Formula One car has reached?

Is it:
a) About 150mph?
b) About 200mph?
c) About 250mph?

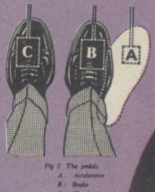

Fig 2 The pedals
A : Accelerator
B : Brake
C : Clutch

Race fans shouldn't have too many problems with those teasers but to qualify you must jot down your answers on the back of a postcard or envelope, and post it to:

Carrrrazzy Compo, *Commodore Format*, 29, Monmouth Street, Bath, Avon, BA1 2BW.

Get your entres in by December 31st (that's 1991), and don't forget to include your own name and address. Employees of Future Publishing, Hornby and Mirrorsoft will be wheel-clamped if they even think about the merest possibility of entering.

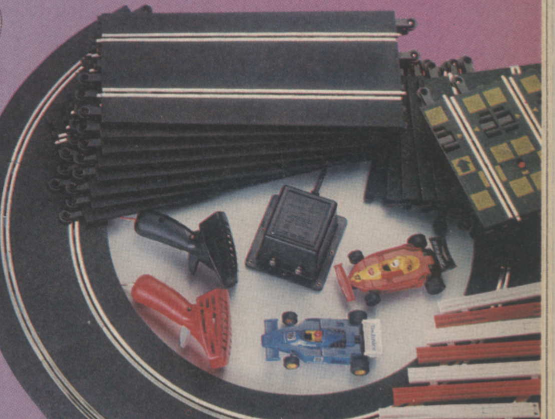

Fig. 19 The correct position: clear view of road ahead and legs not cramped or stretched

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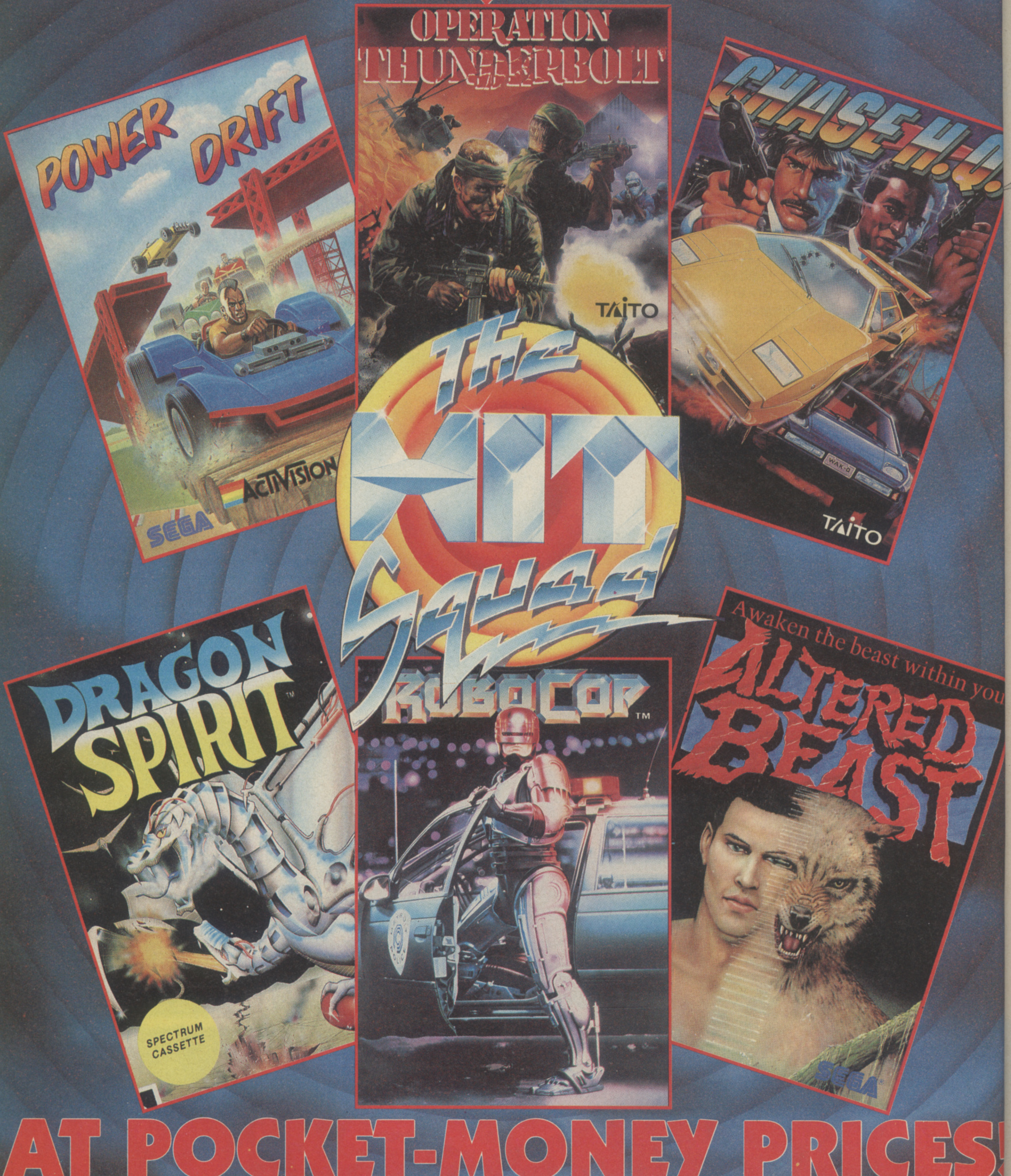
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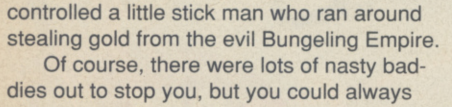
PP HAMMER

PNEUMAT

Demonware come out of hybernation to bring you a game where a drill is the same as doing it for real, space is there to be squeezed through and cartoon nasties give you the creeps. Our reviewer dons hard hat and cries, 'Make miner lode ore else!'

Okay, so hands up all of you out there who remember *Lode Runner*. Originally an Apple game by Broderbund released on the C64 by Software Projects, it was an original and hugely addictive platforms-and-ladders game in which you controlled a little stick man who ran around stealing gold from the evil Bungeling Empire.

Of course, there were lots of nasty baddies out to stop you, but you could always stop them in their tracks by digging traps with your laser drill for them to fall into. The drill was a vital piece of equipment in other ways too, as some of the gold you needed was buried deep in the brickwork of each screen, and a path to it had to be drilled before you could collect the stuff. It wasn't quite as simple as that, though, as a short time after you drilled through a brick, the brick would reform itself in the original space. This was frightening and frequently left you trapped in a corner or – even worse – bricked up and dead. 'So far so absolutely fascinating,' I hear you all cry, 'but what the hell's this nostalgic ramble passing for a game review got to do with *PP Hammer*, then?'



Some of the rock here is soft enough to drill through (and that's what you're here for)

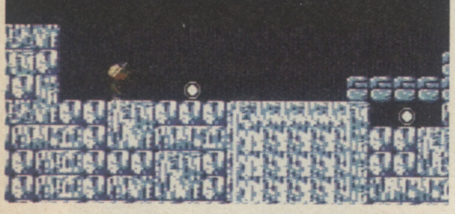
Well, I'm glad you asked, because the fact of the matter is that, in these days of *Volfied, Smash TV and Super Space Invaders*, what *PP Hammer* is, is essentially Lode Runner '91. The platforms-and-ladders set-up is the same, the gold-collecting is the same, the digging with the laser drill (all right, if you insist, 'pneumatic weapon') and delayed rebuilding of the bricks is the same, but everything's been given a spanky new up-to-date look.

The single-screen levels of the original have been replaced by huge multi-directional scrolling mazes, lots of power-ups, collectables and little extra features have been added, and the red-and-white bricks'n'sticks graphics of *Lode Runner* have given way to, er, more bricks but in lots of different colours. Ahem. The biggest difference, though, is that all those horrid Bungeling bad guys have waved bye-bye. There are enemies in *PP Hammer* but they're largely incidental to the action.

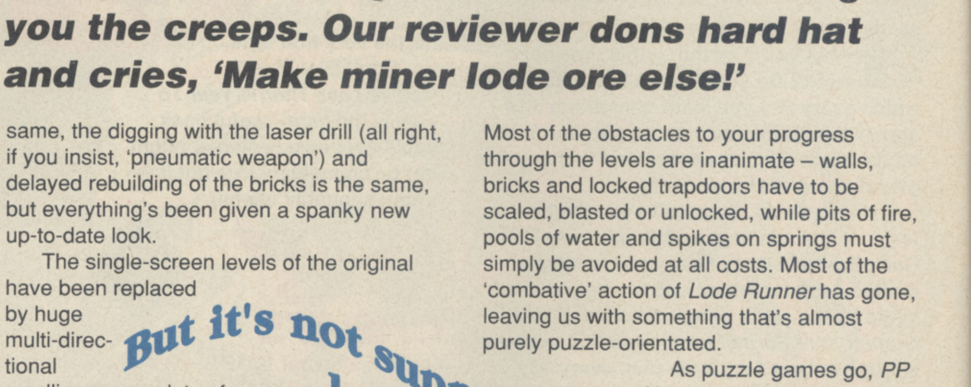
> But it's not supposed to be a platform game...

Most of the obstacles to your progress through the levels are inanimate – walls, bricks and locked trapdoors have to be scaled, blasted or unlocked, while pits of fire, pools of water and spikes on springs must simply be avoided at all costs. Most of the 'combative' action of *Lode Runner* has gone, leaving us with something that's almost purely puzzle-orientated.

As puzzle games go, *PP Hammer* is a strange one. The size of the mazes means that you can only see a very small part of a level at a time, making it next to impossible to plan a strategy. What you have to do much of the time is take a stab in the dark, get it wrong, die, go back and take another guess and, when you get it right, commit the correct

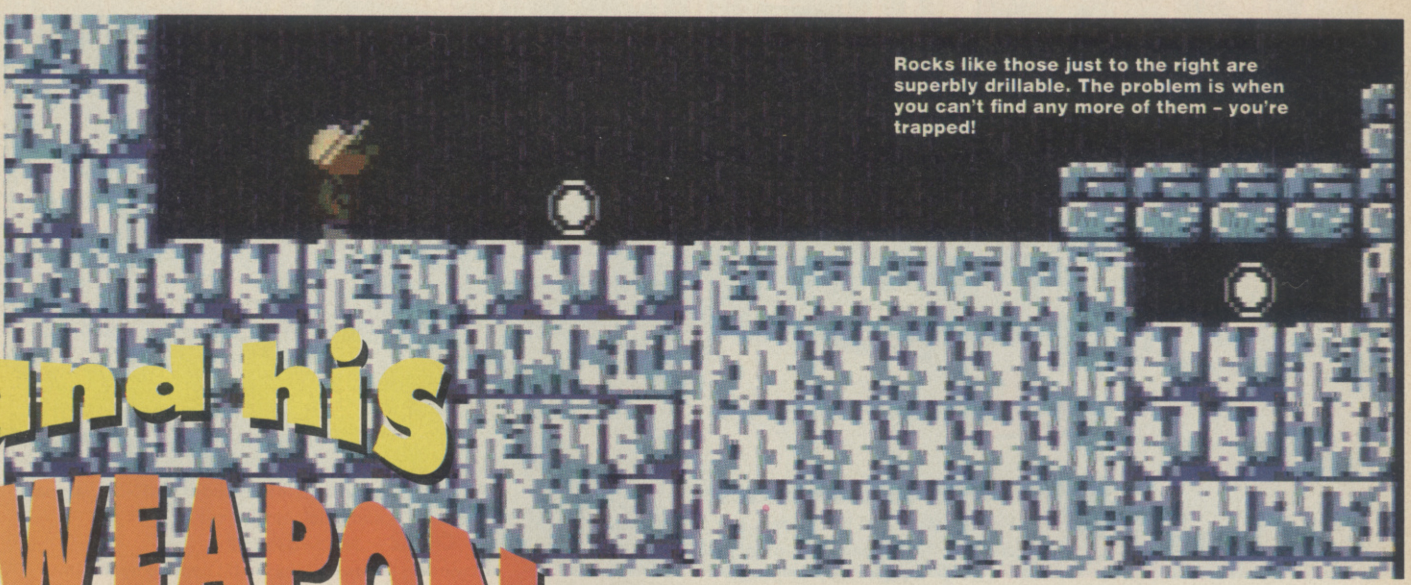


It can get a bit claustrophobic working down a mine, especially one that seals itself up behind you

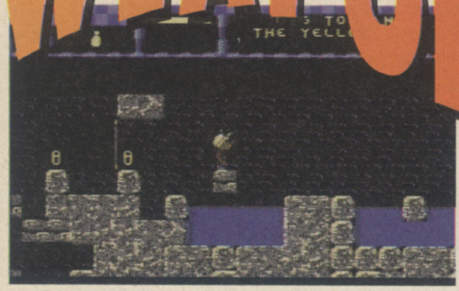


Honestly, this is like trying to get blood out of a stone... or three quid out of Roger Frames for that matter

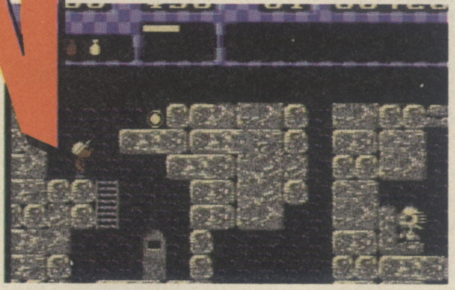
and his WEAPON



Rocks like those just to the right are superbly drillable. The problem is when you can't find any more of them – you're trapped!



PP checks out the scene from an early level. This is his first encounter with water. Stranger obstacles are yet to come

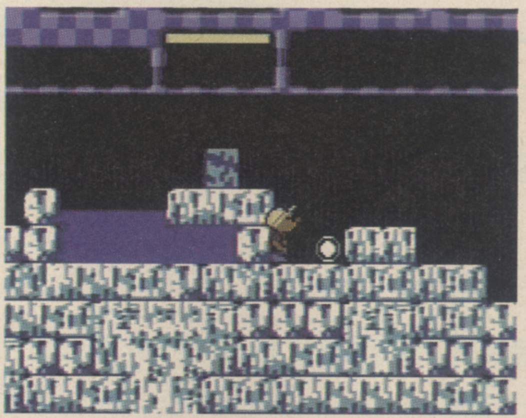


The odd conveniently placed ladder does wanders for your walkabouts, there are teleports as well

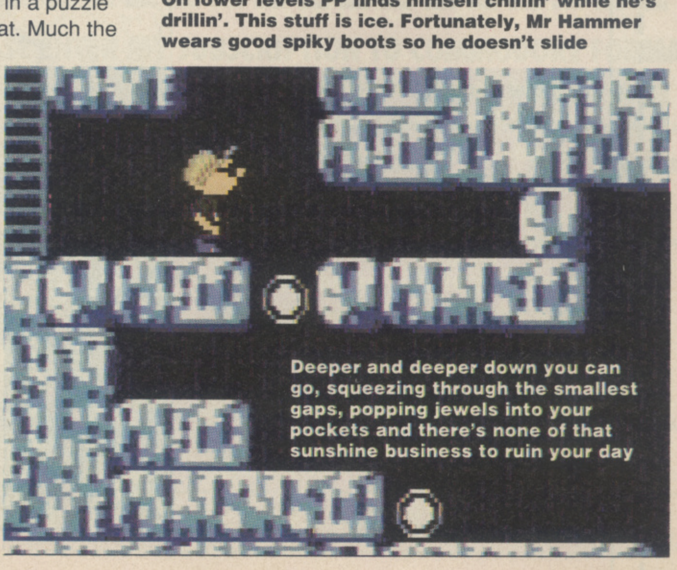
move to memory. Matters aren't helped by the fact that the vertical scrolling is rather reluctant to come into operation until PP gets very close to the edge of the screen, giving you very little advance warning of what you're going to come up against. Indeed, in some ways it's distinctly reminiscent of *Rick Dangerous*, a game which I hated for the unfair way it made things difficult for you.

PP Hammer doesn't suffer nearly as badly but then it's not supposed to be a platform game in the same sense at all, so when a hidden spike suddenly does leap out without warning and puncture your ass, it's even more annoying. This kind of thing has no place in a puzzle game. It's as simple as that. Much the same can be said for the invisible floors and invisible teleport traps you encounter in later levels.

Still, it's not all bad by any means. *PP Hammer* gives you a password after every screen, which means that you can sit down and play it for an hour or two, get a password, and come back to the game the next day, week, month or whatever, and not have to hack through the same old levels again. In this way, the game will last you for quite some time, and the small doses should ensure you never get too bored with the otherwise tediously repetitive gameplay. Tape users will also be pleased to hear that, while it is a multiload, *PP Hammer* uses an 'intelligent' loading system which automatically winds the tape to the correct spot, sparing you all that unbearable hanging around you're often expected to suffer. Generally speaking, this is a quite acceptable little game as long as you don't try and play it to death in the first couple of days. Do that, and you'll be so fed up by lunchtime on day two that you'll probably never see level eight.



On lower levels PP finds himself chillin' while he's drillin'. This stuff is ice. Fortunately, Mr Hammer wears good spiky boots so he doesn't slide



Deeper and deeper down you can go, squeezing through the smallest gaps, popping jewels into your pockets and there's none of that sunshine business to ruin your day

STUART CAMPBELL

Game	**PP Hammer**
Publisher	**Demonware**
Cassette	**£10.99**
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POWER RATING

THE DOWNERS...

- Crap music and sound
- Too much guesswork
- Level design gets very bland
- Too easy to be addictive
- Classic design spoiled by unnecessary features

100

79%

- An easy game to get into
- There's a fair helping of cute graphics and animation
- Get down, as they say, in some huge mazes
- ...Lots of them, in fact
- Password system ensures lasting appeal
- Time limits don't really intrude on play
- PP has got character
- Intelligent loading system to keep tape users happy

...AND THE UPPERS

0

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Blimey, don't back issues sell out quickly. All those classic early issues are now out of print for good. But we've still got copies of issues 8-14 (hurrah). All you have to do to get your hands on the ones you want is fill in the form below (or a photocopy of it) with your name and address and pop it in an envelope. Don't forget some dosh (like a cheque or postal order) for £2.20 per issue. If you're ordering outside mainland UK, please make that £3.45 per issue, to cover the extra cost of postage.

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First *Predator* and *Viz* reviews. Full games: *Mean Streak* and *Top Duck.* Demos: *Predator* and *Elvira*

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Five roleplaying games PowerTested: *Hero Quest, Ultima VI, Death Knights of Krynn, Gauntlet 3* and *Wrath of the Demon.* On tape: *Zamzara, Bulldog* and demos of *Hero Quest* and *Fire Power.* Also *Turrican* map part 1.

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Massive *Exile* demo, poster and exclusive review. Also on the tape: *F1 GP Circuits* demo and complete versions of *Park Patrol* and *Anarchy.* Inside: the definitive guide to flight simulators, nine pages of tips including *Turrican* map part 2. *RBI2* and *Switch Blade* PowerTested!

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Demos on the cover tape – 21st century sport sim *Speedball 2*! After the injury time, cute-out with *Rodland,* build up with *3D Construction Kit* and *PP Hammer* away. The classic *Spindizzy* is the complete game to top this fab issue!

● CF13 - TURBOCHARGE

Exclusive demo from System 3 for our birthday issue. Plus *Hacker II, Sunburst* and a demo of *Rolling Ronny* on the tape. PowerTested inside: *Turbocharge, Alien Storm, Rod-Land, Terminator 2* and *Darkman.*

● CF14 - THE TURTLES COIN-OP

Check out the chelonian coin-op convo on our cover-tape. Try out *Tilt* from Genias, get your teeth into *Aliens* and *Terror of the Deep.* Inside: *Hudson Hawk* and *Toki* plus *Robocop 2* and *New Zealand Story* mapped.

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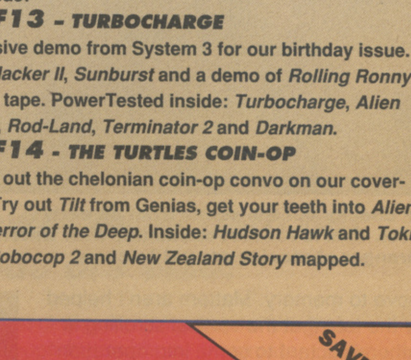

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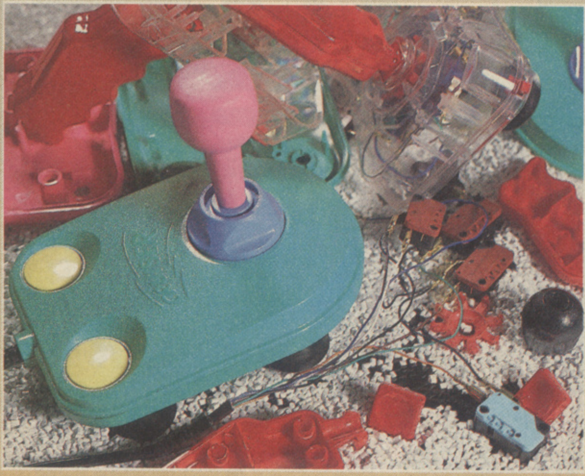

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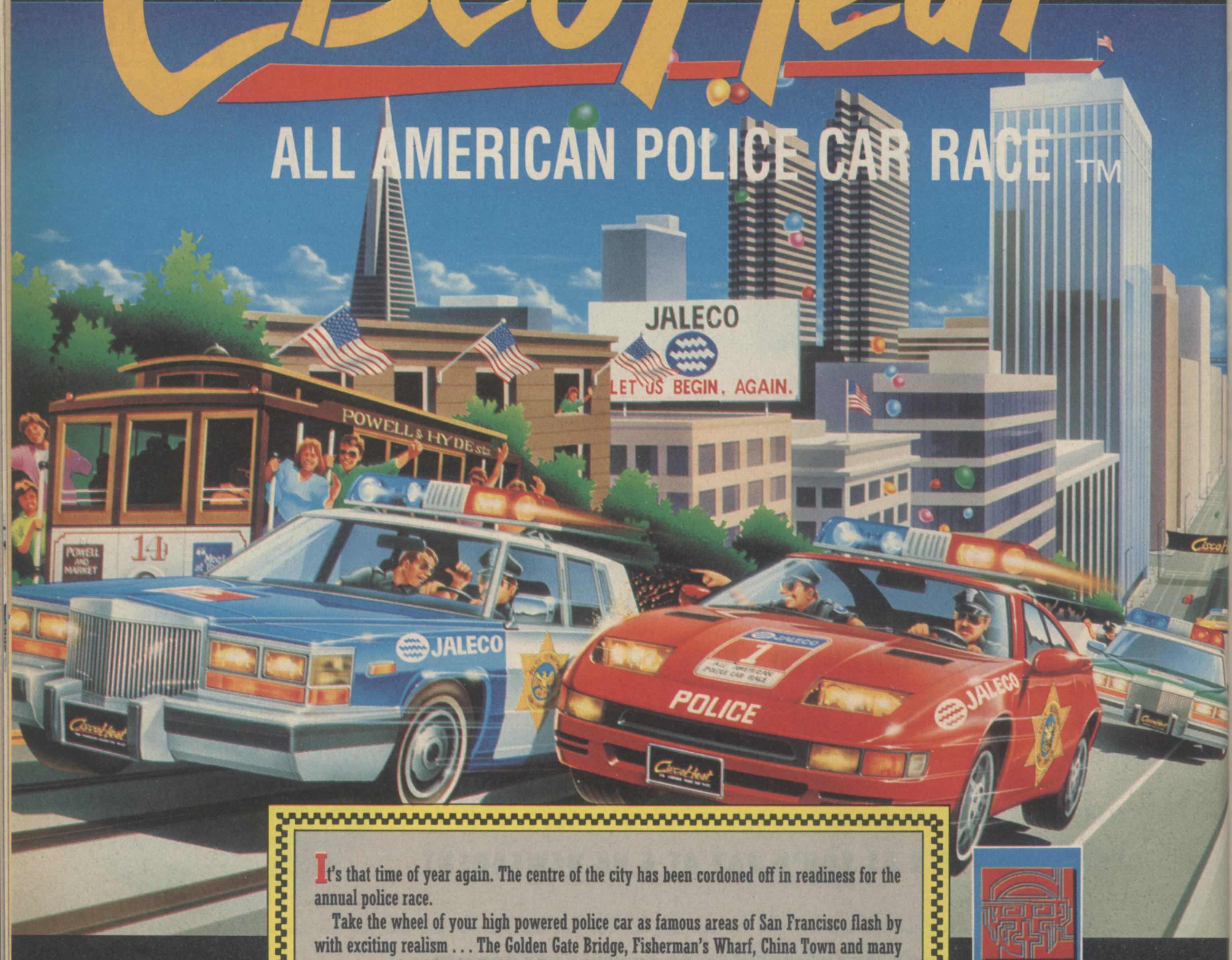
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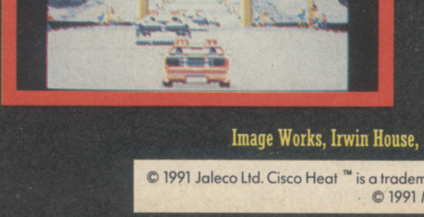
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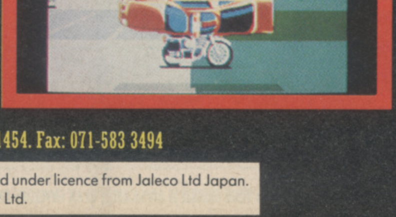
POSITION
6TH
LOW
SPEED
116 mph
STAGE 1
SCORE 87970
GOLDEN GATE BRIDGE

Cisco Heat
JALECO
POLICE
Cisco Heat
POLICE
1


TIME
59.7
POSITION
8TH
HIGH
SPEED
044 mph
STAGE 1
SCORE 180760

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HORROR BEYOND BELIEF
The Mighty Brain
CERT X

Omnipotent intelligence and 'B' movie veteran The Mighty Brain returns to open more of your mail, but finds it's not so easy without the aid of any fingers. Annoy him some more by writing to TMB at Commodore Format, 30 Monmouth Street, Bath BA1 2BW.

EXPLODING TELLIES

Dear TMB,

Right, let's get this straight. This is the fifth and final time I'm writing to you. I've written to you four times before and there's been not one single reply. So if you don't reply I will seriously consider going off *CF*. So there.

My TV has recently blown up. The repair man said it was to do with the sophistication of my software. Should I get a monitor? And what difference will it make? If you don't reply I will stop reading *CF* and lock myself in my bedroom for a week.

Greig, Warrington, Cheshire

Oh dear. Either your TV repair man is pulling your leg, or he's a prime-time thickie. There's no way software can foul up your telly, although if you play *Dick Tracy*, there's a fair chance that you'll end up kicking the screen to splinters.

BRAIN UNDER ATTACK

Dear TMB

I am writing this letter to let my views be known about your letter pages. I doubt you will print this letter because I am not going to say that *CF* is brilliant and all other mags are crap, because my opinion of CF isn't a brilliant one (*I doubt if you have a brilliant opinion about anything – TMB*).

I am writing to say that the quality of letters here in the TMB pages is totally crap and Matthew Lancey (my respect goes out to you, you expressed your views very well indeed) of *CF13* is right. The letters here in your pages are (without a doubt) written by six-year-olds who don't know the fire button from the space bar.

Adam "Supreme Master of Everything" Carpenter, Plumstead, London

What a nasty letter that was, eh readers? The funny thing is, Adam, that most letters, no matter how naive, have something good, positive or interesting about them. As a Mighty Brain I have, on a few occasions, been accused of arrogance, but you take the Garibaldi pal . Better move on, and quickly at that. Aha, here's a letter about spiders. Great, fantastic, things are looking up at last...

ARACHNOPHILIA

Dear TMB,

Here's a few short-answer questions:

1) My mate got his first *CF* ages ago, but now onto the point of the question: with that issue he got a *Spiderman* demo on his Powerpack

BART SIMPSON AND THE TURTLES

Dear TMB,

I am a new C64 owner and I would like to ask your good self a few questions:

1) Is it possible to use a turtle on my C64?

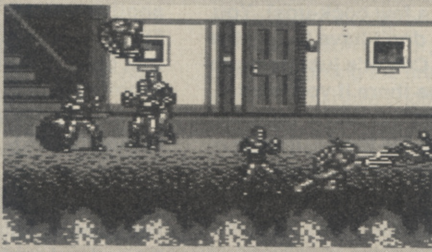
2) Will the *Simpsons* arcade coin-op be coming out on C64?

3) When will *Bart Simpson versus the Space Mutants* be coming out?

4) Would it be possible to control my model train set by using a C64?

5) Could you please give me an address where there is a possibility of getting a steam train simulator? Well that's all. Thank you for answering my questions.

Andi Moyes



The best way to get a turtle on your 64 is to bish-bosh your way through the game

1) Erm, are you sure you're okay Andi? I mean, you can plug a turtle and a C64 together but it's something you're going to have to learn to do from scratch (including writing your own software to drive the turtle).

2) It doesn't seem likely. The coin-op's been around for ages, and none of our pals in the 'biz' have 'scooped' the licence. Maybe it's just too darned expensive, even for the mega-richest software houses.

3) It'll be ready and completed within matter of a few weeks, and it looks mighty, mighty grand.

4) Yes, but it takes a great deal of technical wizardry which would take ages to go through here. Hornby computer links have been done before, and someone at your local train modellers club might have a few clues. But I fear you may find the process of rigging up your train set to the C64 a bit pointless in the long run. The C64 would only do the same job as a dedicated train set control panel. Next month, Paul is writing a feature that will explain how to connect your 64 to other machines – train sets for instance.

5) MicroProse have already released the excellent *Railroad Tycoon* for other machines, and a C64 version is 'being considered'. Failing that, check out the Independent Commodore User Group on 081 346 0050. They may know of some obscure Public Domain programs.

which I thought was the best demo ever. Now what I want to know is where can I buy the complete game?

2) Is there anywhere I can buy *Dizzy*, *Treasure Island Dizzy* and *Spike in Transylvania* in Bangor, County Down?

It's the amazing Spidey. Beat-'em-up action guaranteed in a jolly cartoon romp with special guests

3) Will Ocean's *Toki* be brought out on tape version for the C64?

4) Will I ever stop giving you questions?

Of course I will right now as a matter of fact.

William Bell, Bangor, Co Down

1) *The Amazing Spiderman* is published by Empire (0268 541126) and was rated 79 per cent in *CF3*.

2) WH Smiths is always a good start. Failing that, there's always a few newsagents who carry budget racks. To be frank, I'm not all that familiar with Bangor's shopping facilities.

3) I'm certain that Ocean will prepare a tape version, but they've yet to set a release date.

Let's hope Toki on a tape is as spiffy as the cartridge version

GREY AND YUCKSOME

Dear TMB,

I have a few questions to ask you.

1) When will the new 3.5-inch disk drive C64 be available in the shops?

2) What colour are you and where were you born in Brainland or something?

3) Will there ever be a *Turrican 3* and a *Batman the Movie 2*?

4) Is Commodore better than Amstrad?

5) When will *Robocop 3* be available?

Please print this letter as I really want to know the answers to these questions.

Ian Stewart, Downfield, Dundee

1) Commodore aren't saying much about the 3.5 inch C64 because they don't want competitors nipping off with all their swell ideas. If I was to speculate, I'd say you've at least a year to wait.

2) People who have no taste say I'm yucky and grey, like a grim November morning (or, a large brain in fact). But I've always maintained that looks are totally unimportant. Even so, on a personal level, I reckon I'm kinda cute.

3) Yes and yes, but that's just an educated guess. No plans have been laid down by either Electronic Arts or Ocean.

4) Commodore are better because they make the C64, Amiga and CDTV, while Amstrad makes the CPC, a bunch of pretty dull PCs, and a load of cheap video recorders. But I have a hunch Amstrad's fabulously rich tycoon-type boss Alan Sugar would disagree.

5) Late December or early January. Some people might find this confusing because the movie isn't out until Easter.

COMMODORE MOANER

Dear TMB,

After a break of many years from the joys of computing, I find things haven't changed much; no sooner do I buy a brand new C64, when I hear it may be replaced by the C65.

Why can't Commodore, in their infinite wisdom, design add-ons for their micros, whereby the graphics and sound et al can be improved, instead of pouring money into the manufacture of a product which in all probability will never sell?

As a previous user of the now defunct VIC-20, I can remember what happened following its demise; a lot of computer magazines demised along with it... After all, I wouldn't want the same fate to befall your marvellous periodical (well not until my subscription's ended anyway, ha ha).

So come on Commodore, think again and think about us poor souls who can't afford to buy a brand new computer at the drop of a hat.

Tony Walker, Norwich, Norfolk

Commodore are no angels, but they've made the C64 such a continuing success by being dedicated to the machine (give or take a few cock-ups). You don't have to buy the C65, it's just going to be there if you want it. And it's NOT a replacement for the 64, merely an upgraded version.

BRAIN GOES LOOPY

Dear TMB,

Can I ask you a few questions?

1) How did you get the job of being TMB?

2) How many people write to you?

3) Do you like music?

4) Do you like football?

5) Do you like dogs and cats?

Gillian Walsh, Whythenshawe, Manchester

1) My intelligence is superior to any employer's. I'm not given jobs, I just take 'em when I feel like it.

2) About 100 every week.

3) No, because I haven't got any ears.

4) Er, no, not since I was mistaken for one anyway (ouch).

5) No, their table manners are dreadful.

HANDHELD HEDGEHOG

I'm thinking of getting a handheld and I have questions for your intelligent part...

1) Which is the best handheld?

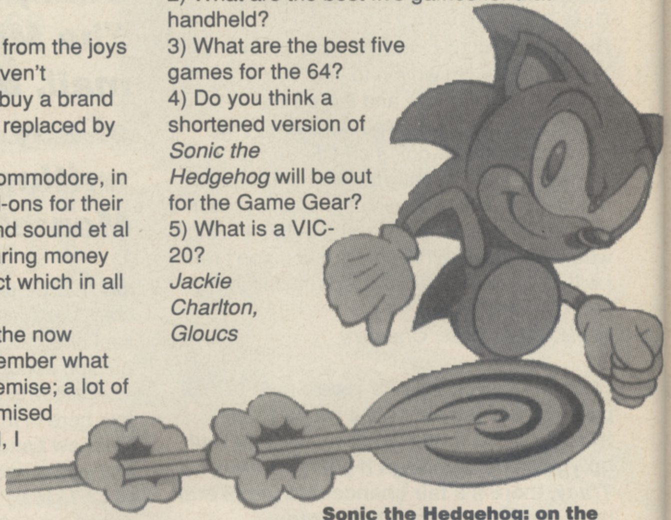
2) What are the best five games for that handheld?

3) What are the best five games for the 64?

4) Do you think a shortened version of *Sonic the Hedgehog* will be out for the Game Gear?

5) What is a VIC-20?

Jackie Charlton, Gloucs



Sonic the Hedgehog: on the Game Gear handheld eventually, but, alas, probably not the C64

1) It really is a matter of opinion. The Atari Lynx and Sega Game Gear are both colour, reasonably inexpensive, and have plenty of games. The Nintendo Gameboy is mono, but is cheaper.

2) Any big game that can be transferred to a handheld will be eventually. So, there's a fair chance that some of your favourite games will be available.

3) In back issues four to 10 we ran an A-Z of classic games – and there were hundreds of the dears. It's up to you to decide your favourites.

4) Yes, and it'll be fantastic. But you probably won't need to start saving up just yet. We don't reckon it'll be ready for at least another year.

5) It's an ancient Commodore computer that came before the C64 and was a pretty groovy piece of kit for its time. Even so, it could only manage 2.5K of RAM (the C64 is (ahem) 64K).

NINJA IN TROUBLE

I am a person of very little knowledge about the corker *Last Ninja 3*. Please help.

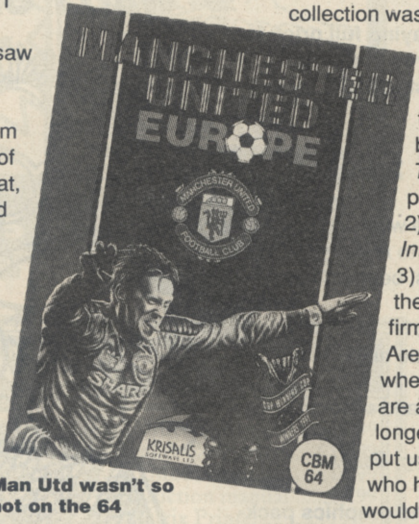
Daniel Rawson, Openshaw, Manchester

See Games Tips this very issue.

RED DEVILRY

Dear TMB,
I am writing to talk about a computer game called *Manchester United Europe.* Recently I saw a screen of the game and I thought, 'I need a new football game. I can't wait till it comes out.'
Then about a week later I saw the C64 screenshot. This totally put me off getting it. What I'm writing to say is I'm fed up of looking at a shot of a game on a different format, then seeing it on a C64 and seeing that it's different.
Thomas Aldis, Cirencester

Be fair. Screenshots for, say, an Amiga version of a game are bound to be more impressive then 64 shots. In Early Warning or a PowerTest, we almost always show C64 shots – if we can't, we always say so.



Man Utd wasn't so hot on the 64

NUMBERS GAME

Dear TMB,
Why don't you put tape counter numbers with the covertape? It would help.
Gareth Lyons, Hornchurch, Essex

Not all cassette decks have compatible counters. I'm afraid it would get too confusing (even for me).

ROGER FAN ALERT

This is my first letter to *Commodore Format*'s human organ thing and I think Roger Frames has more brains in his ten fingers than you've got all together.
Paul Wekly, Liverpool

I could learn to dislike you, Paul.

SERIOUSLY GOOD IDEA

I'd just like to praise your magazine for it's excellent reviews and freebies. But could we please have a few serious programs on the covertape. I'd like to see a word processor, a database and a poster printer. Well TMB, what do you reckon?
Mr M R A Snapson, West Glamorgan

It's definitely worth thinking about. But how would games players feel about losing space on the covertape? Let me know.

OUT OF AFRICA

My family and I recently returned from a long stay in Kenya, during which we were robbed in our house by a gang of armed men.

The robbery was as disturbing as it was dramatic and upon fleeing from an approaching security team, they made off with a number of our possessions among which were both hardware and software all related to the Commodore 64

Since our return I have managed to replace most items but we still seek some, of which for sentimental reasons three are of particular interest to my son. These are:
1) A cassette of games which originally came free with a Boot's publication and contained *Thing on a Spring, Who Dares Wins II, Dropzone* and *Wizard's Lair.* We think the collection was called *Sizzlers* and probably produced by Gremlin Graphics. I have seen some of these games advertised but the rest not at all. *Thing on a Spring* was a particular favourite.
2) The cassette game *Infiltrator* by US Gold.
3) *Speech 64*, a voice synthesizer cartridge by the firm Currah.
Are you able to advise me where the above three items are available or, if they no longer are, perhaps you can put us in touch with a reader who has tired of his and would be willing to sell them? I would be grateful for any assistance.
K Mooney, Newport-on-Tay, Fife

1) Mmmm, bit of a bad deal, that robbery eh? But those games are well worth recollecting so we've tracked down a copy of the compilation, and it's in the post to you now. (You'll have it in your hands by the time you read this).
2) US Gold are on 021 625 3388 (you didn't think I'd send you a free copy of that as well did you?)
3) Sorry mate, we haven't heard of *Speech 64* for ages. You might have a few problems getting hold of that one, but any decent C64 user group might be able to point you in the right direction.

ITALIAN DRIVERS EH?

I'm writing to say that your mag is outrageous, totally awesome and really really er ... good. But also to say that a few days ago I was skimming through an old edition of my mega *CF* and, since I had some extra dosh to splash around, I was looking for a decent F1 racing car game, and low and behold I saw that *Super Monaco GP* got an OK 78%, so I trotted of to my nearest Commodore Point and bought the blooming thing.

I must admit that I was far from happy with it after only a quick glance. After a long glance I found out many other things to be unhappy about. Unfortunately, when I bought the game I only had its percentage to hand and not the whole review, so I'm sorry if I'm about to say a heap of cow dung.
1) Presentation is poor, the manual is only good for lighting the fire with.
2) Once you have chosen a gear type, you're stuck with it until the end of time.
3) Backdrops are about as good as a four-year-old's drawing.
4) Game play is very, very, very, very, very repetitive. (Got that?)
5) Attention to detail is that of a brick-layer trying to place microchips. I mean, since when do cars that run into you make you go faster? And the black car on a black track isn't crash hot either!

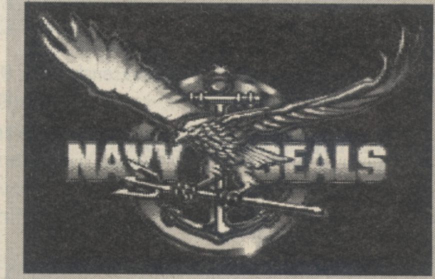
I would have given it 38% not 78%. I must say that not having read your review I probably missed out on some very useful advice, but your power rating for me is far off the games real potential and value.
Sascha Polles, Italy

Some of your points were raised in Kati's review, although she disagreed with you on most aspects of the game. Of course differences of opinion can't be helped, but it's always a smart idea to get as much info on a game as possible before buying one. Read reviews, and if possible join a local 64 users club.

SEAL OF APPROVAL

Help me because I have had a C64 for only five months. Please help me!
1) A friend of my Dad's lent me a cartridge game called *Navy Seals.* We both can't get on to level two. Do you know of a cheat for it?
2) Is it possible to tape computer games?
3) What is a title screen?
Salty (sic), Wythenshaw, Manchester

1) On the hi-score table, type the name BRAINHEAD. Pause the game and then un-pause it. Hit the left arrow key and you'll find you can skip levels. Alternatively, type MAD CYRIL (as two words) into the hi-score and you skip straight to level 4.
2) Yes, it is possible, but it's also illegal (it breaches copyright laws), and not a simple matter if you don't know what you're doing. Leave it.
3) It's the screen at the start of the game with the title in it. Pretty self-explanatory I'd have thought, but here's an example for you, anyway. It's (you guessed it) *Navy Seals.*



Stuck on level two of Navy Seals? Then check out our devious cheat

AGE IS ALL THE RAGE

Dear TMB,
I would like to start by saying to Matthew Lancey of Callow End (star letter *CF13*) just how old are you? I tried to work it out from your letter but could not. You had some good points to make but spoilt it by having a cheap go at the other readers. By doing this you have just gone down to the standard of letters and readers that you are complaining about and by doing this you have just proved that you are no better than anybody else.

There. I hope that you do not get the wrong idea, I am not trying to make you look bad, just look at it as constructive criticism and I am sure you will know what I mean when you think it through.
Michael Ashworth, Didsbury, Manchester

Maybe he will.

NOTHING PERSONAL

Would you please answer me these questions if you're that brainy.
1) Is there a chance of a *Terminator II* demo?
2) When will *WWF Wrestling* be available and will there be a tape version.
Wayne Atkinson, Leeds

1) No, the game is in the shops already, so try it out at your local software shop.
2) Within a couple of months. A tape version is planned.

NAME THAT GAME

I have some questions that might test your superior IQ for a few seconds.
1) What rating would you give *Bubble Bobble* as I see it has just come out on budget from the Hit Squad?
2) What is *Ninja Rabbits* like?
4) Will there be a 64 version of Sega's *Sonic The Hedgehog*?
5) When will *Kick Off 2* be out on budget?
A Reader, Redditch, Worcs

1) *Bubble Bobble* is a fantastic game. I'd give it 95 per cent, any day.
2) It's got rabbits in it, that do a whole buch of ninja things. All in all, it's good silly fun.
3) Probably never. Sega are keeping *Sonic* for their own formats.
4) When people stop paying full price for it, and when it's appeared on loads of compilations.That's just the way these things seem to work.

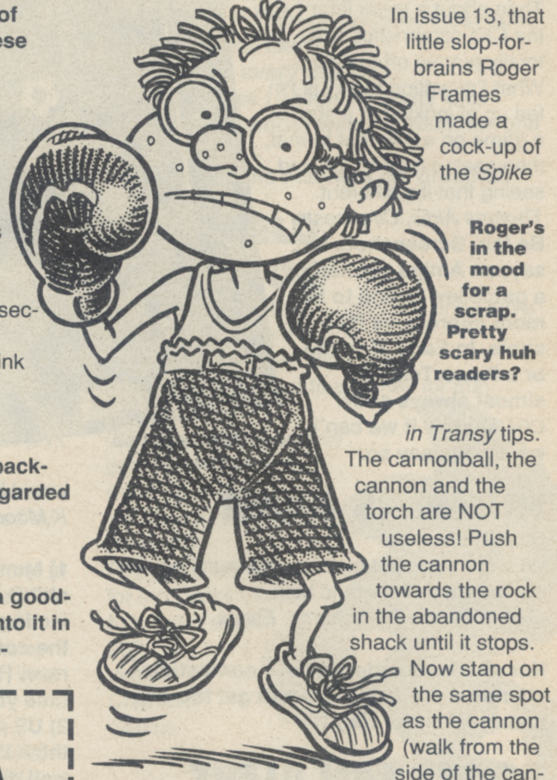
PICTURE THE SCENE

Dear TMB,
1) Please can you tell me what's the best art package around to make games like shoot em ups, beat em ups or arcade games?
2) And will it cost a bomb?
3) Are you going to include an arcade section in the magazine?
4) And are you that ugly and spooky pink blob out of *Alien Storm*?
Gavin Tan, Greatwokering, Essex

1) Try Datel's mouse and graphics package which includes OCP's highly regarded *Advanced Art Studio...*
2) And costs a very reasonable £35.
3) No, this is a C64 mag.
4) Absolutely not, that pink blob is a good-for-nothing imposter. If you bump into it in the street, do not, under any circumstances try asking it questions of the C64 variety. It's an alien so it won't know, and it'll probably munch you anyway.

IS ROGER FRAMES A WALLY OR WHAT?

Dear TMB,
In issue 13, that little slop-for-brains Roger Frames made a cock-up of the *Spike in Transy* tips. The cannonball, the cannon and the torch are NOT useless! Push the cannon towards the rock in the abandoned shack until it stops. Now stand on the same spot as the cannon (walk from the side of the cannon) and drop the cannonball and the torch. The rock will blow up, revealing the entrance to the rebels' underground network!



Roger's in the mood for a scrap. Pretty scary huh readers?

To get past the dog in the underground network, get the bone from the middle dungeons (by the mud) and give it to the dog. In the the underground network is a personal stereo, give it to the guard who claims it's too quiet and he will go away! I think that little idiot should be sacked! Now considering that I obviously have such a mightly brain, can I take your place?
Thomas Sale, Tamworth

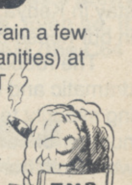
Look, some people like Roger Frames. Personally, I think he's an odious little squirt but, hey, even I have to admit that the guy has a knack for dealing with the budjit games.

Anyway, thanks for the tips, and no, you can't take my place. I am the mightiest of the Mighty Brains. My intellect is unbeatable. I cannot be... (*snip – Ed*)

THE END

Feel free to drop The Mighty Brain a few lines of wit, wisdom (or utter inanities) at
TMB, COMMODORE FORMAT,
30, Monmouth Street, Bath,
Avon, BA1 2BW.

We can't answer all the letters, but in the words of Lynn Faulds Watchdog person, we do read 'em all...



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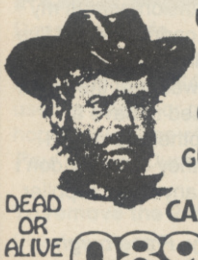

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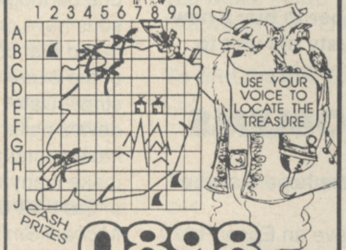
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INSIDE IN

Are small ones really more juicy? Maybe, maybe not. One thing's for certain though, you do get more of them to the pound. Paul Lyons brings you a plethora of PEEKs, POKEs and problems solved...

C2N CAN'T CUT IT

Dear Inside Info,

My trusty old C2N datacassette isn't so trusty anymore. Gone are the days when it used to load everything I could throw at it, now it won't load most of my games. I've tried using my friend's computer and C2N and everything works fine – it even works fine if I use his cassette and my C64. What I don't understand is why, oh why, do some games always load and others never do. It isn't broken, because it works sometimes, but it isn't working either? What do I do now, take it to be repaired, or just throw it away and buy a new one? Please help.

Matthew Read, Beeston, Nottingham

You may not have to do either thing because it's possible that your C2N isn't broken – just in need of a bit of tender loving care. There are two things to do that may resurrect your cassette to its hallowed trusty status again.

The first is to clean the cassette heads, capstan and pinch roller. These are the bits inside the cassette that that touch the tape and when they get dirty (from tape dust) your cassette can start to have funny turns. You can either clean them by using a commercial tape-head cleaner or by using a tin of methelated spirits and some cotton buds. Either way, be gentle with the heads and keep the cleaning fluid away from flames.

The second thing to do is adjust the azimuth alignment of the tape-heads. This is the angle at which the tape-heads touch the tape. It might sound tricky but in fact it's pretty easy. Get a tape you know that works and loads with a flashing border. Put a small screwdriver in the hole in the top of your C2N and start the tape loading. When the border starts flashing, turn the screwdriver slowly one way until the border just stops flashing. Make a mark so that you can tell how much you have turned the screwdriver. Then slowly turn the screwdriver the other way. The screen will start to flash again, but keep turning until it stops flashing again. Make another mark. These two marks are the very ends of the range in which your datacassette can read tapes and the best position at which it can read the most tapes is in the middle of these two positions. So turn the screwdriver to the position that is exactly between the first two marks. The cassette heads are now aligned and you can remove the screwdriver. You should now find that your C2N is much, much better at loading tapes. You can buy a special kit to do this if you don't like fiddling around with such stuff. If it still doesn't work, then it's off to your local Mr Datacassette Repair Man. If the repair is too expensive, you may well find it cheaper to buy a new one and consign your trusty old unit to that great game zone in the sky.

PRINTING PROBLEMS

Dear Inside Info,

I'm writing to you with the hope that you can help me with my C64.

The problem is that I have an Epson 1270 ink jet printer and cannot get it to work. I've tried using my Printmaster disk with it but there's nothing! I cannot seem to tell the computer what printer I should have. I've got a cable which fits the user port and then goes straight to the printer. Is this correct?

JP Lees, BPFO, Germany

Epson UK have never heard of it but suggest in could be a non-UK printer. Datel Electronics who make Script 128 – possibly the best Centronics printer interface for the C64 – say that they don't believe the printer will work with standard Epson printer drivers as all Epson ink jets are non-standard. I am guessing that you have a printer destined for the German market, so your best bet is to ring Epson's German office (010 49 211 560 30).

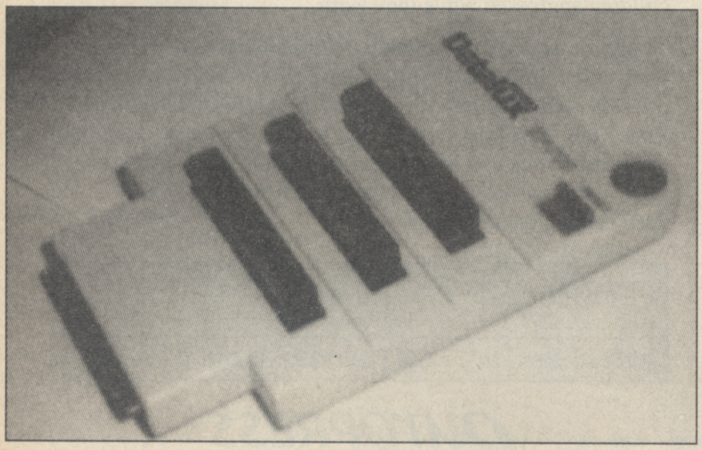
3 INTO 1 DOES GO

Dear Inside Info,

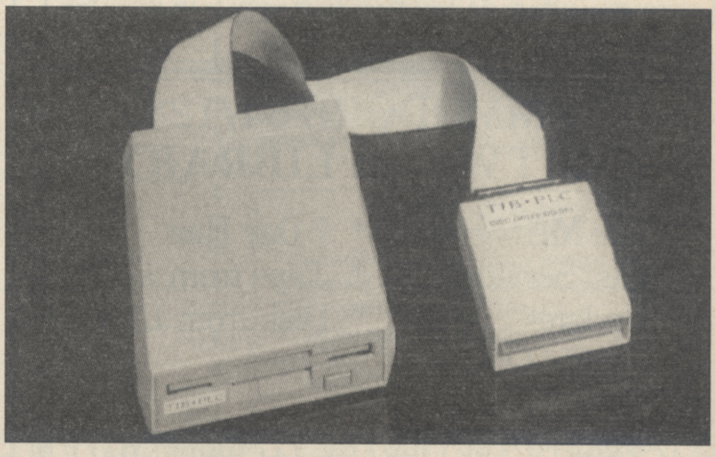
Could you please tell me where I can get a device that allows you to plug more than one cartridge into the expansion port as my sons have got quite a few cartridges and I've heard that continually putting them in and out of the expansion port can wear out the metal strips. Datel Electronics used to have a device called the 3-in-1 motherboard but I have contacted them and they say they don't make it anymore. Is there any other supplier of this type of add-on?

Michael Smith, Rosehearty, Fraserburgh

The good news is that because there are so many new cartridges around, Datel



The Datel Electronics 3-in-1 Motherboard will be out for Christmas. So save your pennies, sell your granny or simply ask Santa nicely



TIBs new 3.5" disk drive promises to be the best thing since Haagen Dazs chocolate chip and vanilla pecan hot fudge sundaes

NFO

have decided to make a new version of the 3-in-1 motherboard. It'll cost £16.99 and be available in time for Christmas.

DOES DISK-GO?

Dear Inside Info,

I am interested to know whether it would be possible to make an interface to enable any 3.5" or 5.25" disk drive to be used with the Commodore 64. I ask this because I have seen many advertisements in electronic magazines for ex-equipment disk drives for as little as £30. Sometimes there are adverts for new disk drives at this price.
T A C Gigg, Kingswood, Bristol.

In theory, it's possible to join any bit of computer equipment to any other bit but the interface could be more complicated than the computer it's attached to! If you are an experienced electronics hobbiest, you could build one but because of the way that the C64's own disk drive works, it is really very difficult to build a cheap interface that works well. If you really want a 3.5" disk drive, with all the extra speed and storage capacity that brings, TIB are about to bring on out, complete with interface, for less than £100.

Juicy code kernals

Dear Inside Info,

In response to your appeal for useful code in *CF11*, here are three routines you may find useful.

Routine one is a simple keyboard scan that uses a KERNAL subroutine at address 65358. This routine is ideal for programs where the message 'Press any key...' is used a lot. All you need to do is print the message and call the start routine.

Routine two is similar to routine one. This time the routine only allows continuation if the STOP key is pressed.

Finally, routine three is a noise cut off. This routine could be used when debugging programs and sound effects are interrupted. The usual method for stopping noise is to press RUN/STOP and RESTORE. Unfortunately this also kills any sprites currently in use, closes any open channels and clears any variables. This routine cuts the sound by placing a 0 in all three voice registers, affecting nothing else.
Paul Gouldsborough, Tinsley, Sheffield

```
10 REM ** ANY KEY SCAN **
20 FOR X=49920 TO 49925
30 READ A:POKE X,A
40 NEXT
50 DATA 32,228,255,240,251,96

10 REM ** STOP KEY SCAN **
20 FOR X=49930 TO 49935
30 READ A:POKE X,A
40 NEXT
50 DATA 32,225,255,208,251,96

10 REM ** NOISE CUT **
20 FOR X=49160 TO 49170
30 READ A:POKE X,A
40 NEXT
50 DATA
160,25,169,0,153,255,211,136,208,250,96
```

POKES–A–PLENTY

Dear Inside Info,

Here are a selection of PEEKs and POKEs for the C64 and C128 which can be used in BASIC or machine code programs. I hope they will be of use to other *CF* readers.
Paul Kerwin, Dunkinfield, Cheshire

To remove the ? from INPUT commands

```
C64:     ? on     POKE 19,0
         ? off    POKE 19,1
C128     ? on     POKE 21,0
         ? off    POKE 21,1
```

Note: Turn the ? off immediately before the INPUT and turn on again immediately after, otherwise some strange things could happen to the screen.

To print characters in reverse

```
C64      on       POKE 199,1
         off      POKE 199,0
C128     on       POKE 244,1
         off      POKE 244,0
```

This mode is cancelled when RETURN is pressed.

To flash cursor during a program (eg when inputting data using GET)

```
C64      on       POKE 204,0
         off      WAIT 207,1,1
                  POKE 204,1
C128     on       POKE 2599,0
         off      POKE 2599,1
```

To change Print colour

```
C64      POKE 646,colour (0-15)
C128     POKE 241,colour(0-15:40 col)
                  (0-255:80 col)
```

Note: For C128 users in 80 column mode, this number is made up by adding combinations of various colours and effects.

1 – light
2 – blue
4 – green
8 – red
16 – flash
32 – underline
64 – inverse
128 – lower case set

So, to get bright purple lower case letters, you would POKE 1+2+8+128=139. So the line would be: POKE 241,139.

To find the line the cursor is in

```
C64            Line=PEEK(211)
C128           Line=PEEK(235)
```

To find the column the cursor is in

```
C64            Column=PEEK(214)
C128           Column=PEEK(236)
```

To check whether the computer is running a BASIC program

```
C64 &128       Mode=PEEK(157)
```

If a BASIC program is running, the value returned will be 0.

To check for the modifier keys

```
C64                 Key=PEEK(653)
C128                Key=PEEK(211)
```

Key:		
	1	SHIFT pressed
	2	CBM pressed
	4	CTRL pressed
	8	ALT pressed (C128)

To check if the cassette motor is running

```
C64&128 Motor=PEEK(1) AND 32
```

The motor is ON if 0 is returned, OFF if 32 is returned.

To turn the motor on/off

```
C64&128  on    POKE 1,PEEK(1) AND 223
         off   POKE 1,PEEK(1) OR 32
```

To check for data cassette key press

```
C64&128 Key=PEEK(1) AND 16
```

Key		
	0	Key pressed
	16	No key pressed

Wait for data cassette key press

```
C64&128 WAIT 1,16,16
```

Wait for data cassette key release

```
C64&128 WAIT 1,16
```

We want Info!

If you have any questions you want answering, tips for other C64 techies, small, but snazzy chunks of code or BASIC listings or just about any odd but interesting piece of info about the C64 – we want it! Send your missives to:

Inside Information,Commodore Format, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW.

Remember to provide us with your name and address. If you send us a tape or a disk, please put your name on that as well. Oh, and send us a print-out or written copy of whatever it is that's on the tape, please.

If you give us the goods, we'll do the same. If you send us any really great tips, demos or listings, you can win you a prize, so get busy! Oh, and we're sorry but we can't reply to techie questions personally so don't send us any SAEs.

BACK TO BASIC

If you've been following Phil South's guide to BASIC, you'll be a budding boffin programming genius by now. So, it's time to bring the series to an end with an essential round-up...

So, here we are, at the end. In this last emotional (sob) episode, find out how to move a sprite around under joystick control, how to structure your programs, and how to make the first step towards programming in C64 machine code...

GROOVIN' DOWN

We've found out how to create sprites in both normal hi-res and hi-res multicolour modes. We've also looked at how to sense what the joystick is doing. This issue we're going to take moves from the joystick and turn them into sprite moves.

It's simplicity itself to make sprites move under normal joystick control. Check out listing 1. The sprite is being moved by lines 84 and 86, where the value in V+0 and V+1 is being incremented by the loop. These V+0 and V+1 numbers are the registers controlling the X and Y co-ordinates of the sprite on the screen. No problems so far...

When you move the joystick the numbers in the user port registers change. These registers are at 56320 for port A and 56321 for port B. A joystick has 5 switches in it numbered 0-4, so if you push:

Up	you press switch 0
Down	you press switch 1
Left	you press switch 2
Right	you press switch 3

And if you press the fire button you press switch four.

Try listing 2 to get the hang of joystick reading. When you press the joystick forward, the register has a value of 1, down equals 2, left equals 4 and right equals 8. Try some diagonals too. They read a value equal to the the two vertical and horizontal values added together. So down and left reads 6. Left is 4 and backwards is 2, 4+2=6. The fire button reads 16 if you don't touch it, 0 if you do.

So how do you turn this into meaningful sprite movement? You've probably guessed the answer already. Of course you read the joystick and you say, if the the value is 1, then subtract 1 from Y.

Now all you have to do is come up with a program which takes these joystick figures, and incorporates them into our friend Listing 1, to give you complete control of the little space mole sprite.

Right that's got you thinking about joysticks. Now let's take a more general look at how you're putting your programs together.

WELL STRUCTURED

The key to effective programming is the structure of your programs. First of all work out what you want to do in the program before you start banging in code. It's a common mistake to start writing code before you've thought what you're going to do with it. Twiddling around and checking out the effect of a few commands has its place, but if you want to end up with a fast and efficient program you need to work it all out on paper before even touching the keyboard.

Write down as simply as possible the aim of the program. Ask yourself what do you want it to do? Next think about out how the program is going to work and what it's going to look like on the screen. Divide the programming into a number of smaller routines. Give each routine a name and put the name in a REM statement in the program so you know which bit is which.

This means you can work on each routine in turn and save them out separately. You can load them all in one at a time and provided you don't do a NEW and no line numbers clash, you can chain all your routines together at the end. if you're writing a program of any size, it's vital you break the program down into smaller chunks and worry about the larger picture later on.

Finally, load all the routines into the computer, fit them together and run it to bug test it. If any problems arise at this stage you will have lots of notes on paper to refer to and, if all's well, a very good idea of what's going on in the program.

Ask yourself the following questions before you lay a hand on the keyboard:

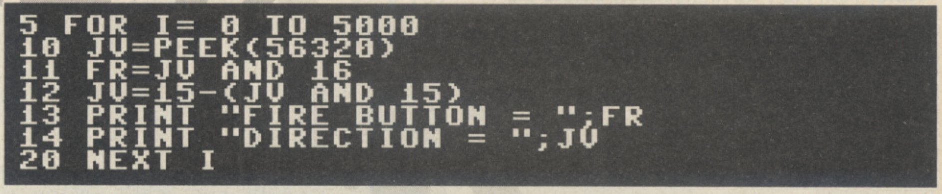
1. What is all the data coming from?
2. Where does it go?
3. Exactly how does the program interact with the user?
4. How are errors handled?
5. What variables are needed?
6. How is the output from the program going to be displayed?

Once you know the answers to all these questions in detail, you are ready to write the specification. The spec is a sheet of paper with everything written down, how the program flows and what bit does what, and a variable list.

A variable list is an essential coding tool that keeps track of everything you're doing in the program. You can look up on here what your variables are and what they are doing at any point in time. This is what one looks like:

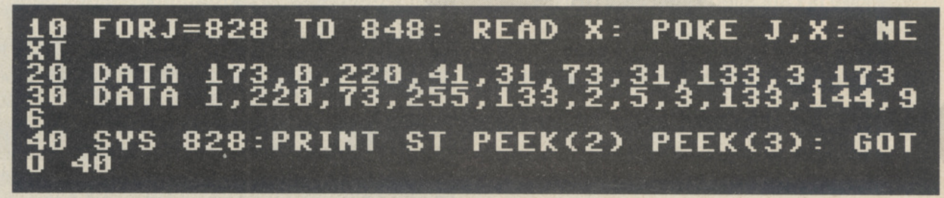
Name	Type	Set by line no.	Used by line no.	Meaning
A	num	20,50	30,60	address
SC	alpha	300	1010	nameD%
	integer	120	390	difficulty

The line numbers help you watch what each variable is doing. It also stops errors caused by accidentally using the same variable twice.



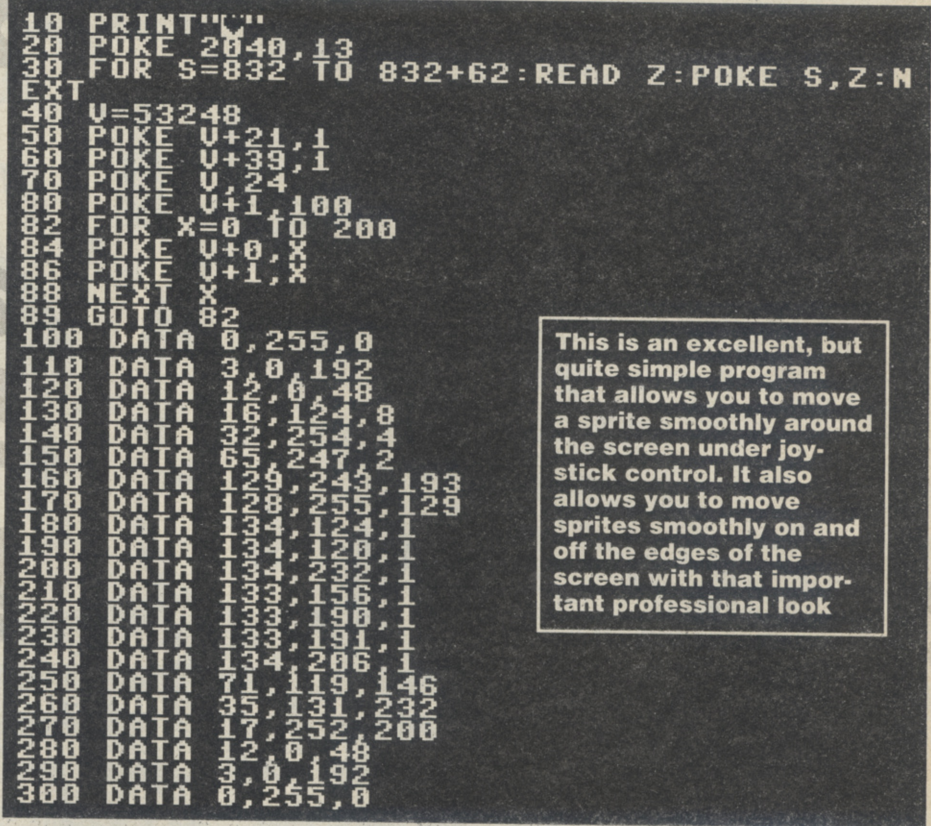
```
5 FOR I= 0 TO 5000
10 JV=PEEK(56320)
11 FR=JV AND 16
12 JV=15-(JV AND 15)
13 PRINT "FIRE BUTTON = ";FR
14 PRINT "DIRECTION = ";JV
20 NEXT I
```

Jumpin' Joysticks! This little program is written completely in BASIC and reads the joystick in Port A. To read Port B instead, change line 10 to JV=PEEK(56321)



```
10 FORJ=828 TO 848: READ X: POKE J,X: NE
XT
20 DATA 173,0,220,41,31,73,31,133,3,173
30 DATA 1,220,73,255,133,2,5,3,133,144,9
6
40 SYS 828:PRINT ST PEEK(2) PEEK(3): GOT
O 40
```

Now listing two is a shorter, faster, neater version of the completely BASIC program above. It works by using a bit of machine code to read and return the values from Port A



```
10 PRINT"♥"
20 POKE 2040,13
30 FOR S=832 TO 832+62:READ Z:POKE S,Z:N
EXT
40 V=53248
50 POKE V+21,1
60 POKE V+39,1
70 POKE V,24
80 POKE V+1,100
82 FOR X=0 TO 200
84 POKE V+0,X
86 POKE V+1,X
88 NEXT X
89 GOTO 82
100 DATA 0,255,0
110 DATA 3,0,192
120 DATA 12,0,48
130 DATA 16,124,8
140 DATA 32,254,4
150 DATA 65,247,2
160 DATA 129,243,193
170 DATA 128,255,129
180 DATA 134,124,1
190 DATA 134,120,1
200 DATA 134,232,1
210 DATA 133,156,1
220 DATA 133,190,1
230 DATA 133,191,1
240 DATA 134,206,1
250 DATA 71,119,146
260 DATA 35,131,232
270 DATA 17,252,200
280 DATA 12,0,48
290 DATA 3,0,192
300 DATA 0,255,0
```

This is an excellent, but quite simple program that allows you to move a sprite smoothly around the screen under joystick control. It also allows you to move sprites smoothly on and off the edges of the screen with that important professional look

CODING TIPS

Why not keep a disk or tape of your favourite routines, like a high score table, sprite movement and sprite graphics? This is a good plan but remember to keep an eye on your line numbers. The best thing to do is standardise the line numbering across all your programs. Say 0-100 is always initialising graphics and colours, 100-200 is always sprite data, etc. If you always use the same ranges of line numbers then you can combine routines from different programs without the line numbers overlapping. If you keep a book describing the routines and their position on tape or disk, you can track down the routines you're looking for easily and quickly. You can use any of the routines from this series, as many as you like but be sure to give me a credit in your finished program. Fair's fair!

Above all, be as organised as you can in your coding and write as many notes as you can about all aspects of your program. This becomes more important as you move from BASIC into a more complex method of programming, like machine code.

IN FROM THE CODE

Knowing where you are in a program is vital, especially when you make the break from BASIC and start going into the rarified area of machine code. It is possible to make a start in machine code from BASIC and on the C64 this is the next logical step on from BASIC.

So what is machine code? Well, machine code is the computer's own language. When you use BASIC you are in effect going through a translator to convert what you type into machine code. This makes machine code faster to use, but harder to learn.

The worst part of programming in machine code is that you have to get an assembler program, or if you want to incorporate a bit of machine code into a BASIC program, you have to type in the raw numbers into a READ/DATA loop and the numbers which make up the program are loaded into memory.

Listing 3 gives you a very good example of a piece of machine code from a BASIC program. See the program notes for how you can use machine code in your own programs.

PROGRAM LISTINGS

The listings this month are nice and simple, but what you can do with them if you adapt them is very powerful. Listing 1 is a simple sprite movement program. Listing 2 reads the joystick ports. Listing 3 does the same thing, but mixes BASIC with a bit of machine code for better effect.

LISTING 1

Line 10 clears the screen by printing a CLR/HOME character.

Line 20 sets the "sprite pointer" to get its data from sprite number zero at location 2040.

Line 30 starts loading the sprite data from the DATA staements and POKEs them into 63 bytes starting at location 832 to 894. This is where sprite 0 stores its data.

Line 40 saves us time and typing by setting the variable V to the same number as the start of the video chip location in memory, that is to say 53248.

Line 50 turns the sprite on. To turn it off you simply have to POKE V+21,0.

Line 60 sets the colour of sprite 0 to white.

Lines 70 and 80 tell you where the sprite will sit on the screen, using X and Y co-ordinates, where X is left to right and Y is up and down.

Line 70 POKEs V with the X location of 24, and line 80 POKEs V+1 with the Y location of 100. 24 is the furthest left you can place a sprite on the screen and see it all, as there is a border around the screen which you can't see. This is so you can bring a sprite onto the screen smoothly without having it appear suddenly at the edge. If the X and Y were both zero, the sprite would be at the top left hand side of the screen and part of the sprite would be out of sight.

Lines 82-89 form the loop which moves the sprite around. POKEing V+0 and V+1 with values from 0 to 200 adds 1 to both the X and Y axis, moving the sprite across the screen in a simple diagonal line. We could in fact just put V rather than adding nothing in the V+0 bit, but I'm doing it this way for clarity. Moving other sprites involves POKEing V+2, V+3 etc, depending on the sprite number. The GOTO statement sends us back to the start of the loop, taking the sprite back to its position off the screen, and starting the move again. *Lines 100-300* are the data statments, which the READ command in line 30 uses to build the sprite. To quit out of the loop just hit RUN/STOP. To clear the sprite off the screen just hold RESTORE down and press the RUN/STOP key.

LISTING2

Line 5 starts off the loop.

Line 10 gets the information from the joystick port A. If you want to read port B, you have to do a JV=PEEK(56321).

Line 11 and 12 convert the information from the port into a meaningful form, and pass it to the variables FR for fire button and JV for joystick position.

Line 20 seals the loop and sends you back to the start. To get out of the program you have to hit RUN/STOP.

LISTING 3

Line 10 sets up a FOR/NEXT loop to load the machine code into locations in memory between 828 and 848.

Lines 20 and 30 are the data for the machine code program.

Line 40 calls the machine code program and prints the result to the screen, and forms a loop by calling the same line again. This is much faster than the normal BASIC version.

GOODNIGHT

...and farewell too, as I said at the start. This is the last Back To Basic. If there are any topics you'd like to have seen or if we mentioned something and didn't cover it then write to: The Last Back To Basic Mail Sack, *Commodore Format*, 30 Monmouth Street, Bath BA1 2BW and the questions will be passed onto me.

PART 2

THE CLYDE GUIDE

A big welcome back please for the Apex lads, as they continue telling the true story of the day-to-day development of* Creatures 2*. This month, the guys pass some time programming and spend some more time passing the buck. But it's okay, everything is going according to plan... honest! (Ahem)

FRIDAY 13TH SEPTEMBER

(Cue sinister sounding music.) John: Well done – you've just found the most important thing in the whole of the known universe (well, it's not that important). Yes indeedy, we're back with this month's fountain of information on *Creatures II*. *(Get on with it – Ed.)* Surprisingly, none of our computers went down on us today. I spent all day tweaking the first page of the title sequence, making 'AN APEX COMPUTER PRODUCTION' a lot more eye-catching, using colour splitting rasters and colour cycling sprites *(and a bit of* CF *– Ed)*.

Steve: I've been working for a few months, on and off, on the title music. But it doesn't seem either cute or different enough. So I got myself into the mood for composing some more music on the keyboard. In about 10 minutes I'd come up with the 'well cute' bass and started to program it into the trusty CBM128. Next on the keyboard came the accompaniment to go with the bass, along with a few variations to add later. To my surprise, it's started going rather well.

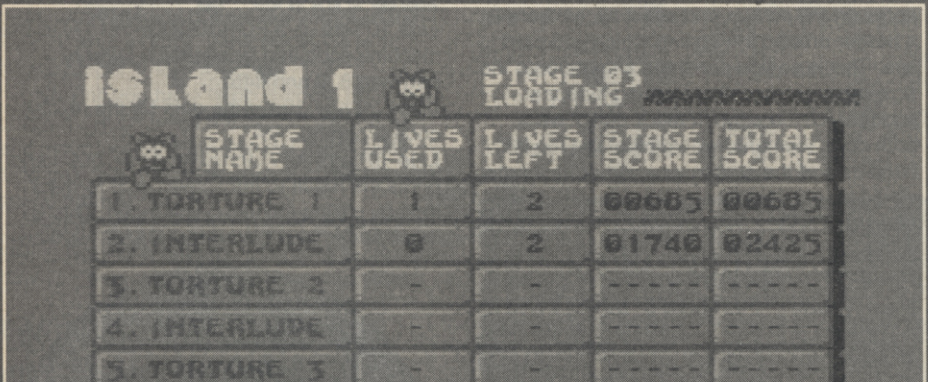
WEDNESDAY 18TH SEPTEMBER

John: I went back to the hi-score entry bit, writing the code that inserts the selected letter to the hi-score initials. Once I'd done that I noticed a justification bug in the hi-score table in the title sequence. The *Creatures* and *Creatures II* large text print routines justify all the letters, numbers and punctuation. These large letters are based on a 2x2 character block but, whereas most of them fit nicely into this, letters such as I, W and M are different widths (I is 1, W and M are 3). So the print routine has to be adjusted accordingly – again! (Observation 1: large text doesn't look good unless it's justified this way. Observation 2: look at *Last Ninja 3* on the Amiga to see what I mean. Observation 3: *Last Ninja 3*'s font (text style) is uncannily similar to the one in *Creatures*, don't you think?)

Steve: The new music is coming along. Even so, I started yet another piece that was based on an old demo we've got, called *Zagallax*, which didn't sound bad. I've also been updating an earlier track to go in the game as music for the hi-score, which has a version name of Bug (if you wanted to know) but the title music is most important now, so I'm going to have to work on that. A long time ago, I used to use a music package called Electrosound. I don't know why but I did. Anyway, some of the music on this was pretty good, so good in fact, that I converted it to our own music system and included it in a couple of our games. As it happens, the latest conversion of notes from Electrosound generate some good harmonics when played along with the title music-to-be.

MONDAY 23RD SEPTEMBER

John: Now that I've finished the hi-score table entry system, I'm moving on to work on another part of the game. With the exception of stages, I'm coming to the bit that's normally written last. Yep, it's time to do the disk level loader (now, John, convince yourself you like doing this). Steve and I have come up with a suitable screen layout, considering the lack of memory we have left *(nice way of putting it – Ed)*, so I've been writing routines to print this up on the screen using the smallest amount of data possible. I've also had to do a variable location check on all the torture screens. This is when I have to make sure that specific variables are always in the same place in each



island 1

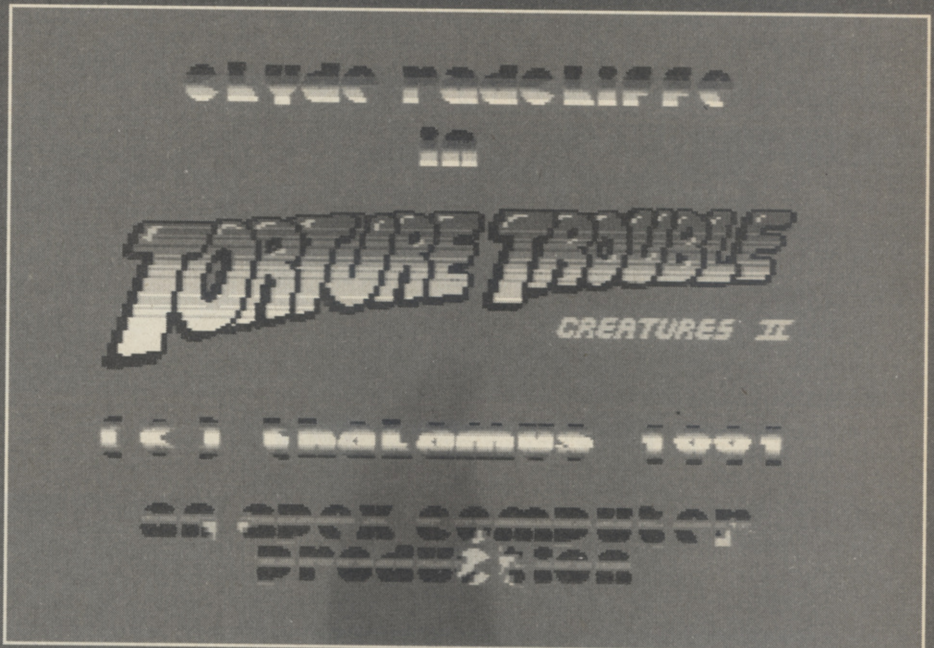
STAGE 03
LOADING

STAGE NAME	LIVES USED	LIVES LEFT	STAGE SCORE	TOTAL SCORE
1. TORTURE 1	1	2	00685	00685
2. INTERLUDE	0	2	01740	02425
3. TORTURE 2	-	-	-----	-----
4. INTERLUDE	-	-	-----	-----
5. TORTURE 3	-	-	-----	-----
6. INTERLUDE	-	-	-----	-----
7. BOATING	-	-	-----	-----

INSERT SIDE A AND PRESS FIRE

This is the status screen which has caused John and Steve so much trouble. And to think that it looks so innocent at first...

Clyde sets the scene in COMMODORE FORMAT 15, December 1991



clyde radcliffe
in
TORTURE TROUBLE
CREATURES II
(c) thalamus 1991
an apex computer production

You can't tell from this shot but the loading screen features animated text (so you'll just have to believe us when we tell you it's brilliant

screen, so they can be loaded in without corrupting when executed. Understand? Don't worry, neither do I yet.

Steve: Just to take another break from the title music, I've been messing around with our Yamaha and have come up with a more suitable hi-score track. So now most of the notes have been composed, I've got to program them all over again, into the computer. They'll probably end up being completely different by the time I'm finished but who cares as long as it's good.

Meanwhile, I've become completely bored with the music business, so I've loaded torture screen C. I've designed a nifty little creature to put into this one. His purpose in life is to light a cannon that's pointing at your bestest buddy, so you won't have to think twice about exterminating this bit of slime.

FRIDAY
27TH SEPTEMBER

John: Okay, I can take it – my load code isn't loading properly and I've run out of things to break with frustration (with my fist, actually). I've modified the routine from *Creatures* (but so that it's always correct), so maybe this is the problem. I've got to confess, I'm depressed at the moment. Dave 'I want my GTE back' Birch (Mr Thalamus to you) phoned today to ask me how the game is going. Of course, I told him everything was going well and that I had no problems whatsoever in getting the loader to work (I wish).

Steve: We haven't had any new interlude graphics for a while, So I started work on a palm tree scene. This features three large palm trees in the foreground and lots of smaller trees behind, under a cyan coloured sky. These big palm trees were also the basis for another interlude section – the beach. At the moment, this features deep blue sea, golden sandy beaches and maybe a few killer sharks. As with most things I design, it has to be adjusted days after I've finished it, a bit like the level loading screen John is having trouble with (ha-ha-ha!). The basic gist of it is that it has a few cute Clyde sprites dotted around with some games status chucked in for good measure, as you do!

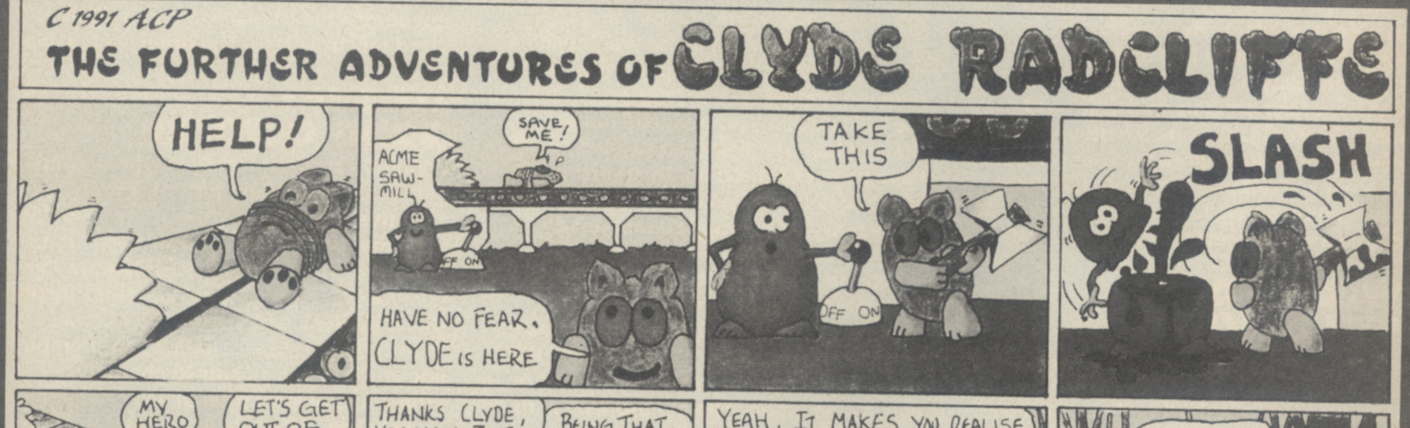
TUESDAY
1ST OCTOBER

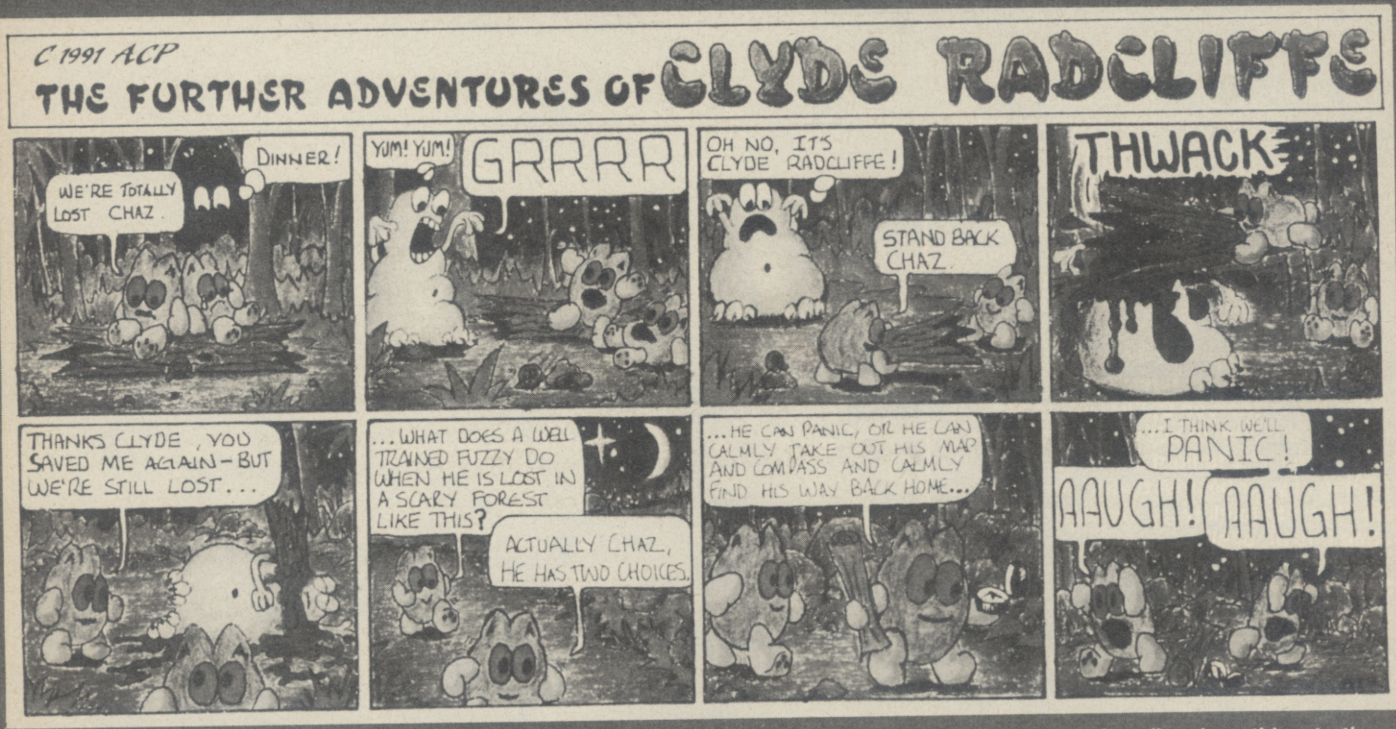
John: At last I've got a torture screen to load in and execute properly. The only problem now is that the interlude sprites get corrupted. 'Bonus' sprites in the bottom border also add to this growing trend of 'if you're a sprite, corrupt'. Even title screen sprites have screwed up. But at least the torture screen works, right?

Steve: Well, just to add a little sparkle to my working day, I have to go back over some old work and adjust it. This time it's the level loading screen again and the objective is to save some coding memory for John. He was going to print up all the different column headings (for the game status) using precious code space but I'm now adding the headings to the window. Because this window already has its own little space in the game, it won't add any extra memory.

FRIDAY
4TH OCTOBER

John: I've now started to do the calculation routines for the loading screen, the ones that work out how many lives you've lost during the previous stages. The


C 1991 ACP
THE FURTHER ADVENTURES OF CLYDE RADCLIFFE
HELP!
SAVE ME!
ACME SAW-MILL
OFF ON
HAVE NO FEAR. CLYDE IS HERE
TAKE THIS
OFF ON
SLASH
8
MY HERO
LET'S GET OUT OF HERE
THANKS CLYDE, YOU WERE JUST IN TIME
BEING THAT CLOSE TO DEATH, MUST MAKE YOU LOOK AT LIFE DIFFERENTLY?
YEAH, IT MAKES YOU REALISE JUST HOW EASY IT IS TO BECOME....
....LOST!


C 1991 ACP
THE FURTHER ADVENTURES OF CLYDE RADCLIFFE
WE'RE TOTALLY LOST CHAZ.
DINNER!
YUM! YUM!
GRRRRR
OH NO, IT'S CLYDE RADCLIFFE!
STAND BACK CHAZ.
THWACK
THANKS CLYDE, YOU SAVED ME AGAIN – BUT WE'RE STILL LOST...
...WHAT DOES A WELL TRAINED FUZZY DO WHEN HE IS LOST IN A SCARY FOREST LIKE THIS?
ACTUALLY CHAZ, HE HAS TWO CHOICES.
...HE CAN PANIC, OR HE CAN CALMLY TAKE OUT HIS MAP AND COMPASS AND CALMLY FIND HIS WAY BACK HOME...
...I THINK WE'LL PANIC!
AAUGH!
AAUGH!

screen also displays the lives you have left when you complete each stage, together with the stage score and total score. We can squeeze one island's status – which is comprised of seven stages – onto each screen, with loading messages etc above and below (and still have a some of our fluffy friends scattered about). I've written the subtraction routine. This is used to calculate the previous stage's score (by subtracting the previous total score from the current total score). Now I just have to get the results printed in the right place.

Steve: Most of today has been devoted to torture screen C. My attention is drawn to a cute little creature that has the task of lighting a cannon which subsequently, albeit indirectly, kills your fuzzy buddy. This creature can be killed by you, eventually, so it needs its own explosion animation. I've also just added the doomed fuzzy's speech bubbles. These consist of the obligatory, 'HELP' and a new 'I FEEL SICK' as he's held upside down from a piece of rope. Today's work was enjoyable but the definite highlight was getting a free 12-pack of Heineken, due to a rather generous Pizza Hut offer.

WEDNESDAY 9TH OCTOBER

John: A few days ago I was trying to fix a title sequence bug that didn't clear one of the screens properly. It had been screwing things up for a month and had spent most of that time on my Must Fix That One Of These Days list. I spent a few hours on it before giving up in frustration. Today I tried again and spotted the error after about seven seconds! It's amazing how much difference a break from debugging can have. The bug? I had written LDX 7 instead of LDX #7. Wow.

Steve: At the moment I'm compiling a list of music from some of my earliest music disks but which may still be suitable for use in *Creatures II*. This music would be revamped but so far I have around eight tracks from 6 different disks but each disk has around 15 to 30 tracks of music saved on them. It just goes to show how much music gets written that will never be heard at all (probably isn't such a bad thing).

FRIDAY 11TH OCTOBER

John: I found another bug yesterday (never...) which caused the title sequence to crash when it came to set up the third screen (the credits page). I deduced that this must have had something to do with the new title music which I'd uploaded. But why? It took the best part of the day to fix and I'm still not sure why it's working now, not that I'm complaining. So, with an early version of the title music pounding away, I can finally adjust all the dancing fuzzies so that they bop in time to the beat (which they just love doing).

Steve: Most of the sprites needed on TSC have been designed but there is still one big task to face. This torture screen features one particularly bad tempered creature with a chainsaw in his hands. When the fuzzy you're supposed to save falls into the pit Mr Chainsaw himself inhabits there are four overlaid sprites to animate and position. These include the fuzzy, the chainsaw, the creature and of course the blood! The big problem is that all these sprites need X,Y co-ordinates for every animation, so now I need a sheet of graph paper and a whole day to draw and calculate.

WEDNESDAY 16TH OCTOBER

John: The time has come to write a compacter (and uncompacter) for any text screens that'll appear in the game. Within the last few days I've done this, starting with the uncompacter. I've now got a neat little system which allows me to compact any of Steve's screens before I upload them. Flushed with the success of these routines, I emptied the resident torture screen (TSF) ready to code the next 'well 'ard' screen we've designed (and believe me – it's going to be amazing).

Steve: My disk drive has been becoming more and more unreliable. Sometimes it doesn't load files and lately the computer doesn't even find a device there. Being technically minded like I am, I took it apart. To my surprise I found the problem in no time. *(Your C64 was in pieces? Ed.)* The socket in the back of the drive is soldered to a chunk of printed circuit board. Solder had been worked loose by the pushing and pulling of the drive leads, so out comes the trusty iron and industrial sized reel of solder. The drive is now alive.

TUESDAY 22ND OCTOBER

John: It's snowing! Well, maybe not outside but on the latest torture screen it is. Yep, this screen (with the code-name TSC and why not?) is set in arctic conditions with frozen water and loads of snow. I've spent a day or two teaching our trusty old C64 the physics of snow (as if I knew them in the first place). With 11 different snowflake patterns and 40 character strips, this gives a total of 440 on-screen snowflakes. 'Mega' is an understatement.

Steve: Another month has passed and even less has been done to the game than in the previous month. Why this is I'm not quite sure, maybe it has something to do with morale. I don't know what could give our morale the boost it would need to increase productivity. Or maybe I do. Loads of cash would be nice, or perhaps a holiday on the Costa Del Sol.

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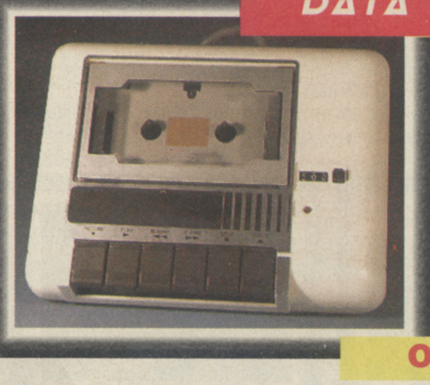

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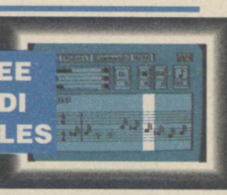

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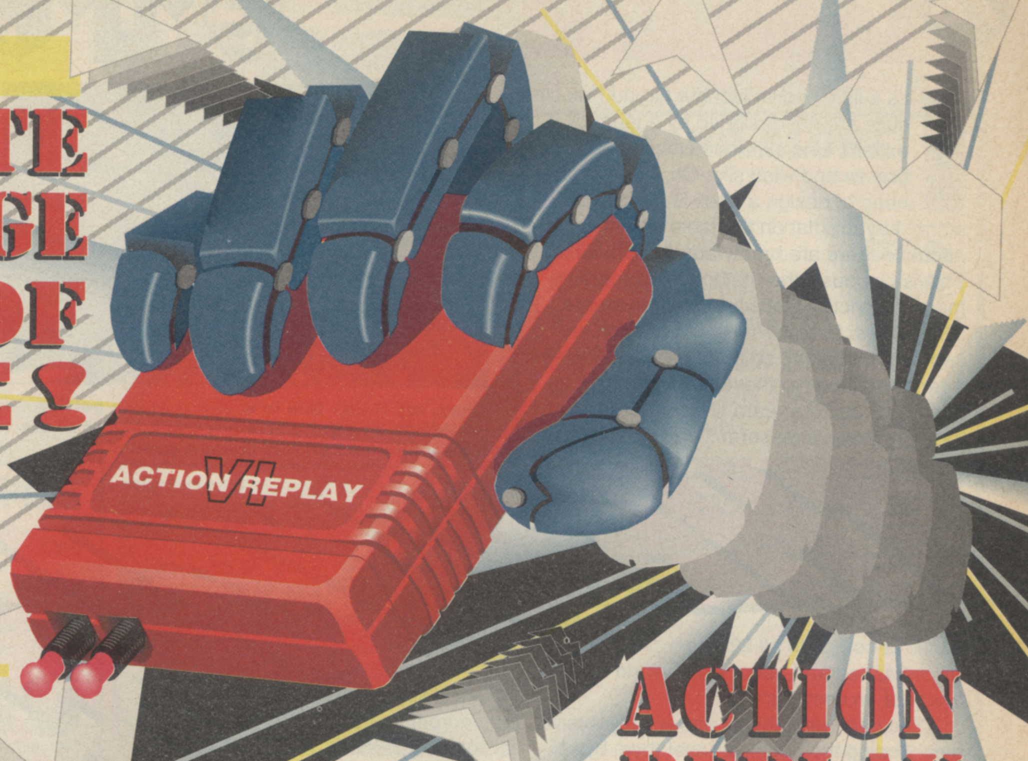

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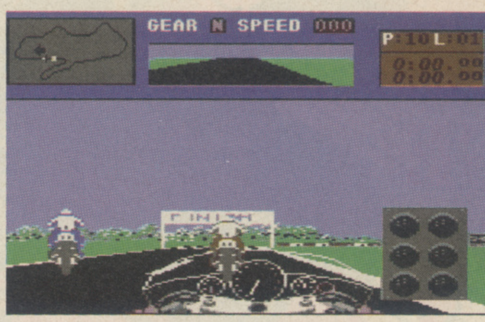
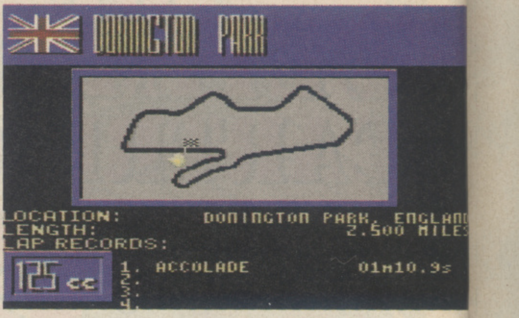
ARVI 4



Okay, rev it up – this is where it starts getting really hot. I've got a straight track ahead of me for a while, so I should make a good start



LOCATION: DONINGTON PARK, ENGLAND
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1. ACCOLADE 01m10.9s
2.
3.
4.

I thought race tracks were where all those long-haired sorts with spandex trousers congregated. Maybe not

THE CYCLES

It's a little known fact but Grand Prix circuits are not designed by a team of experts who sit around discussing brakes and wind slip. Oh, no! All you need to design a track is a piece of string. Lay this flat on the table and mess it about so there are hardly any straight bits. This is obviously the method that programmers, Distinctive Software, used to create *The Cycles*. Straight stretches of track are kept to a minimum, so there arelots of curves. There are fifteen of these curvey circuits in each race and there are fifteen races to get through, that makes, erm... 225 circuits. Your aim is to complete all 225 tracks in record speed and become the world number one; not an easy task.

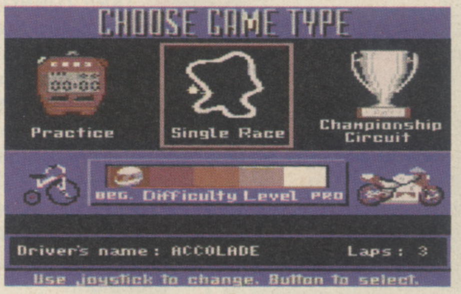
You can make things easier for yourself by choosing the beginner level (bye, bye pride) and a 125cc bike. Because you're only a beginner, the other cyclists tend to keep out of your way and you can wander off the track as much as you like (checking out the terrain, I call it) without being disqualified or ruining your bike.

The outcome of a race seems to depend on how you take all these turns. The idea is to slow down as you approach the curve and then, as the roads straightens out, speed up and whizz past a couple of helmet heads. Once you've perfected this technique, things start getting a bit more exciting! Your bike moves smoothly and the colour scheme means you can see where you're going (always helps, that). As you take the curves, you lower your head over the keyboard and your whole body sways to one side. If you take your eyes off the screen and look down you'll see the bedroom carpet looming towards you. (You'll also go crashing off the track into a cast iron barrier, so it's not a hot idea.)

As soon as you feel that you've mastered your 125cc it's time to move on up. Now, as well as looking out for tough corners and barriers that appear out of nowhere, you'll also have to watch out for nine very hard men who want you out of the race. The best way to deal with these speedway freaks is to upgrade your wheels, man. What you need is a 500cc machine with flair and style (and four cylinders and a 165 mph cruise).

There are five levels of difficulty and, from three onwards, things get darn tough. But while the tracks get harder, they certainly don't get any more exciting. As you go by yet another finishing post you get the feeling that you've done this before. (225 tracks are bound to get a bit samey after a while.) If you can complete a few circuits on a 500cc cycle then you deserve to be up there with the best. But it's a difficult task. And I've got better things to do – like eat and sleep.

LINDA BARKER



Driver's name : ACCOLADE Laps : 3

Use joystick to change. Button to select.

I'm ready to burn up the rubber for all of three laps. (Not much considering I could have gone for 99!)

Game	***The Cycles***
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POWER RATING

THE DOWNERS...

- Takes too long to get to the end
- Not enough variety in the track layouts. They're all curved. Period
- It would have been nice to be able to try bigger bikes on beginner's levels, instead of toy ones

100

70%

0

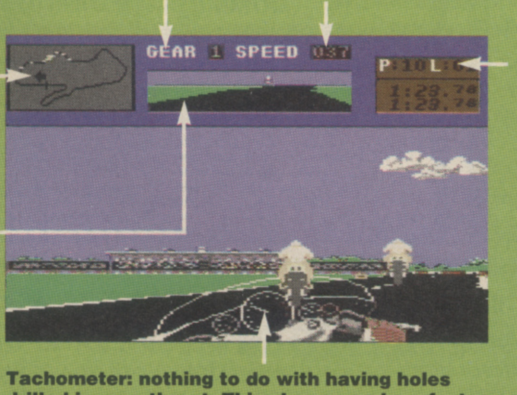
- **Fast and smooth graphics so you can feel the speed**
- **Nice blocky colours and a clear view (so if you come off your bike it's your fault)**
- **The races are absorbing, for a while at any rate**
- **You can upgrade your bike**
- **255 bendy tracks to get your wheels around**
- **Responsive controls**
- **Reasonably priced**
- **Hours of fun for speed fiends and time chasers**

...AND THE UPPERS

That two-wheelin' feelin'

Gears: erm, there's six of them

Your speed is given in miles per hour – far superior to those sissy Euro kilometres!



Map: take a peek at this to check whether that's really a curve coming up or whether you're just feeling a bit dizzy

Rear view: if you see a helmeted chap coming up behind you, either accelerate or get in his way. (Either way, he'll get annoyed)

Race info: if you're feeling a bit insecure just glance at this box. The speediest and the best, that's you. (Ahem!) P stands for position, and L for the number of laps you've got to stay in the seat for

Tachometer: nothing to do with having holes drilled in your throat. This shows you how fast your crank's going round. If it's too fast, you're in danger of destroying your bike. Watch out!

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BATTLE COMMAND

CART GAME

Fighting in tank battles is a funny old business. One minute you're happily rolling over everything in sight and re-arranging the landscape with the aid of a stupidly large gun. The next – *Kaboom!* – some blighter lands a corker right on your turret and it's a one way ticket to the Pearly Gates.

The solution to this desperately short career path is to get your mitts on the largest, meanest, baddest hunk of tank in the world, become the envy of the neighbourhood and then blow the whole neighbourhood to the heavens, good and proper.

That, I'm pleased to say, is what *Battle Command* is all about. The game provides you with a vehicle, which, to be honest, isn't so much a tank as a very big gun on caterpillar tracks. And, if that's not enough to have all warmongers tingling in anticipation, there's also a fine selection of bombs, bullets, missiles and other projectiles which would have old Saddam thinking Christmas had come early.

Battle Command offers you the opportunity to kit-up with all these goodies, pick a mission, and get cracking. Missions usually involve destroying things which a) are trying to destroy you, and b) just happen to be in the way. There's usually a plot like saving an important scientist, or 'disabling' (great word that) transport vehicles, but this doesn't get in the way of the action..

These missions are extremely difficult to complete but don't be disheartened. Once you've learned how to make the best use of that tank, there's plenty of gameplay in here just killing off enemies.

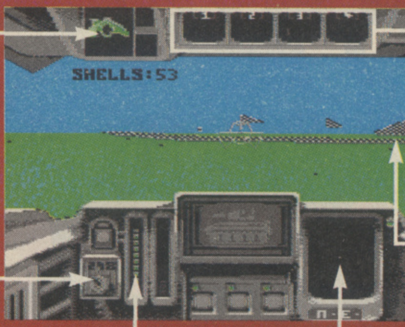
Battle Command works brilliantly because, on a very simple level, it's a well crafted solid-3D shoot-'em-up come driving game with lots to keep you busy. On a more sophisticated level, it's quite a tricky tactical affair in which you must decide which weapons best fit which mission and there's a fair amount of damage limitation and navigation to be taken into account.

I played this for hours on end without completing a single mission, but heck, I sure trashed one hell of a lot of tanks, supply vehicles, bunkers, boats and houses in the attempt. Not bad, I thought.

Battle Command is bursting with manic joystick action yet it still manages to squeeze in something for those of you who like to think before you fire. It looks a treat and sounds sufficiently convincing. Your abrupt demise is the biggest downer. If you're killed, the game chucks you into the same (rather dull) termination screen every time. It doesn't deliver any atmosphere. I would have enjoyed knowing just why I kept getting killed. But then, real tank drivers don't have the privilege of de-briefing sessions after they've been blown into a gooey paste, either. This is glorious fun which will, justifiably I think, make Ocean quite proud.

COLIN CAMPBELL

Tanks for the memory



You can only use one weapn at a time, but the tank can carry up to four. Most of the time you'll be sporting a straight no nonsense gun

These windows indicate the weapons you have on board. The tank can only carry 1,000lbs' worth, so choose well

Erm, actually, this bit doesn't seem to do much except look vaguely interesting

The display is pretty enough, and objects can be picked out at a distance. But don't go bumping into other tanks and buildings

Watch your speed. Your pace deteriorates as you take knocks from the enemy

This scanner keeps a check on enemy positions and flight paths of any shells

Game	*Battle Command*
Publisher	*Ocean*
Cartridge	*£14.99*
Release	*December*
Contact	*061 832 6633*

POWER RATING

THE DOWNERS...

- Very short missions at first
- It's a little shy on the post-battle analysis but you get the message

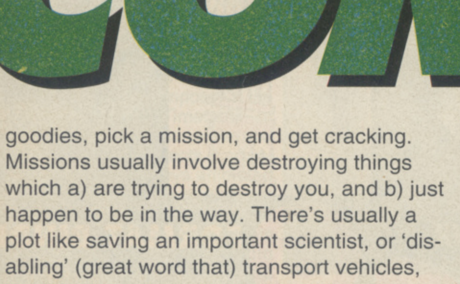
100

88%

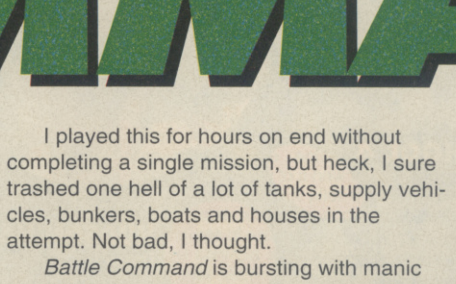
- **Action-packed gameplay will grip you for hours**
- **Lovely graphics to fight your way through**
- **Plenty of options in the weapons department, so it's experimentation time!**
- **Good selection of missions to accomplish**
- **Just enough strategy to make it more than yet another shoot-'em-up**
- **Extremely accurate vehicle movement**
- **Juicy sound effects**
- **Atmospheric documentation to get you in the mood**

...AND THE UPPERS

0



The combat zone is chock-a-bloc with enemy tanks. It's best to welcome them with a taste of your implausibly large gun



You can access info screens at any time during combat, just to keep a check on weapons supplies, or damage received

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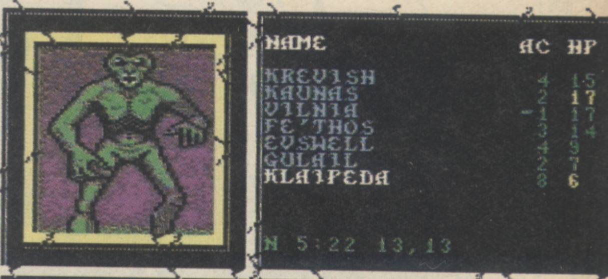

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NAME                AC  HP

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KAUNAS               2  17
VILNIA              -1  17
FE'THOS              3  14
EVSWELL              4   9
GULAIL               2   7
KLAIPEDA             8   6

N 5:22 13,13
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Seek out the trolls east of Nesme and for each one you kill you get 100 gold pieces. But be warned. Trolls get back up soon after

New *AD&D* games are as much a part of the calendar as Halloween. Just to prove it, here I am playing *Gateway To The Savage Frontier* on Halloween. Along with Fe'Thos the cleric, Gulail the wizard/warrior, Evswell the thief and a few others, I've travelled the Forgotten Realms and fought trolls for their bounty value to a priestess who one day my friends and I will have to overthrow. Life is getting complicated and this game isn't helping.

Savage Frontier continues the SSI tradition of giving you a game world to explore vicariously, by using up to six personae, called characters. You can make these characters up yourself or let the computer do that for you. Either way, the program follows the rules of that strange game, *Dungeons and Dragons*. The manual tells you something about the rules but there aren't many things to learn. Once you know that a wizard forgets a spell every time he casts it, you remember to remind him to learn those spells again afterwards... If you see what I mean.

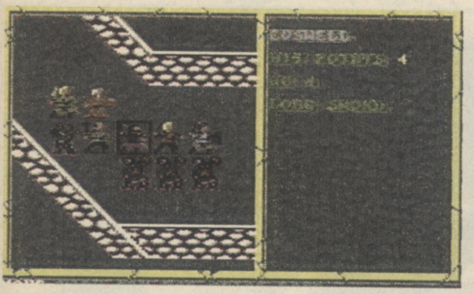
This whole game is won by looking after what are called 'housekeeping' details like that. Another important habit to get into early on is the one of saving your game after every scrap. This, coupled with the size of the game (it spans three double-sided disks), makes *Gateway To The Savage Frontier* a massive game requiring hundreds of hours to finish. And to finish it, you have to save the world (what else). Play itself proceeds at a pace you wouldn't be surprised if sleepy snails made. Although you control all your characters' actions through the joystick, you interact with the game by finding your way around a massive nested menu system (that's a menu system in which every item on the menu opens up another menu of choices). It makes the going very slow, even once you know you your way around the game system. If you're patient enough to give it a read, you'll find the manual helpful as it explains how all the menus work.

You can't make the game any less complicated than it already is, but you can make it more so. When you get into a fight, you can hand over the reactions of any or all of your characters to the computer. But the exploration you have to do yourself. And there's a lot of it. By exploring the cities, towns, ancient sites and land of the Forgotten Realms, you stumble across little adventures in the form of computer controlled characters who offer rewards for tasks completed. A thieves' guild in one town wants a neighbouring town's evil cleric killed, for example. If you take up that quest, you'll be introduced to another, and so on.

But it doesn't matter which route you take. You either survive long enough to find something to do or get wiped out. If you just watch the world go by for long enough, it will get nasty, swallow you up and spit out your bones. It's like that.

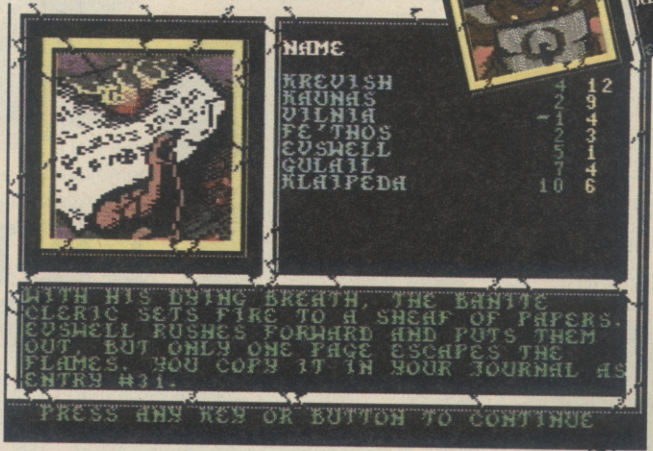
If the idea of a complex adventure stimulates your curiousity gland, give it a bash. If you like your games to dish out the action a little faster or you get put off by complexity, consider yourself duly warned.

SEAN MASTERSON



Combat *AD&D* style – but don't lose your perspective, it works

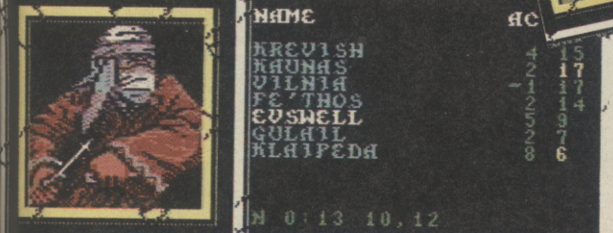
Non-player characters (NPCs) are accompanied by nice piccies



```
NAME

KREVISH              4  12
KAUNAS               2   9
VILNIA              -1   4
FE'THOS              2   3
EVSWELL              5   1
GULAIL               7   4
KLAIPEDA            10   6

WITH HIS DYING BREATH, THE BANITE
CLERIC SETS FIRE TO A SHEAF OF PAPERS.
EVSWELL RUSHES FORWARD AND PUTS THEM
OUT, BUT ONLY ONE PAGE ESCAPES THE
FLAMES. YOU COPY IT IN YOUR JOURNAL AS
ENTRY #31.

   PRESS ANY KEY OR BUTTON TO CONTINUE
```

The plot thickens. A cleric with some dirty habits bites the dust. Numbered journal entries provide extra information throughout the game (it saves on disk space)

```
NAME                AC  HP

KREVISH
KAUNAS
VILNIA
FE'THOS
EVSWELL
GULAIL
KLAIPEDA

N 6:38 3,9
```



```
NAME                AC

KREVISH              4  15
KAUNAS               2  17
VILNIA              -1  17
FE'THOS              2  14
EVSWELL              5   9
GULAIL               2   7
KLAIPEDA             8   6

N 0:13 10,12
```

The Forgotten Realms are dangerous lands roamed by bandits, monsters, and dodgy looking graphics

Game	***Savage Frontier***
Publisher	***SSI/US Gold***
Disk	***£25.99***
Release	***Now***
Contact	***021 625 3366***

POWER RATING

THE DOWNERS...

- Dead expensive
- Long and frequent disk access keeps gameplay slow paced
- Confusing for newcomers
- Deeply involved game that requires a lot of attention to detail
- A bit like all the others of this kind
- Too many pointless events

100

69%

0

- **A massive adventure that unfolds bit by bit and will keep you busy for months**
- **Good game system once you get used to it**
- **The manual is really worth a read and contains loads of background detail**
- **You can make the game as complex as you like or leave some tasks to the computer**
- **Freedom to explore**

...AND THE UPPERS

WIN

WIN A QUAD!

This Suzuki LT80 Quad is one mean machine! It can be ridden by anyone over the age of 12 as the speed of the 80cc petrol engine can be controlled to suit the skill of the rider! It's got to be the best fun you can possibly have on 4 big wheels! We'll also give the lucky winner of this quadrophonic competition a complete safety outfit of helmet, padded body clothes and gloves! So if you are looking for off the road fun, just call the number now!

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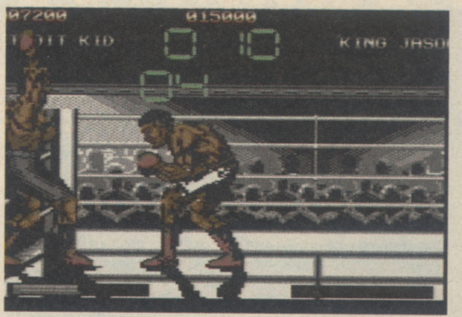
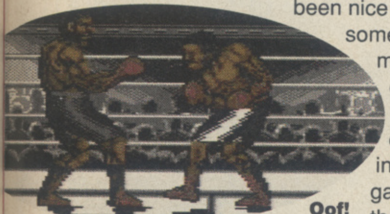
FINAL BLOW

There's been a great deal of talk lately concerning the rights and wrongs of boxing, and why not? After all, getting into a ring with some big bloke who's paid to hit you is never going to be a walk in the park. Still, if the smell of sweat or your own blood isn't to your fancy, there's always a trusty old 64 to turn to. So, let's see what the action's like in the silicon ring. Even if the worst comes to the worst and you get smashed to a pulp, at least with *Final Blow* you can do it from the comfort of your own armchair.

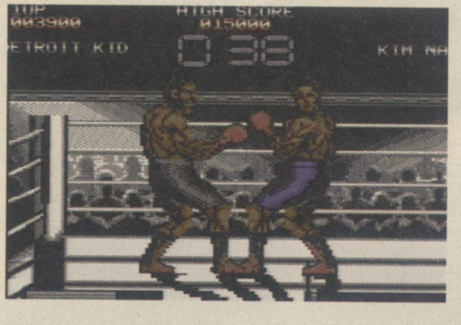
Of all the beat-'em-ups we've seen (and we've seen an awful lot) *Final Blow* has the most impressive main characters. The boxers are big – over half the height of the screen – and really ripple with muscle. There are ten fighters to choose from and they all look pretty damn good. However they're all heavyweights and all look pretty much the same (it would have been nice to see some lighter or more different boxers). The most critical thing in a boxing game is that the action must be convincing and fortunately, the animated punching and parrying is excellent. Unfortunately, with such large characters there are always a few drawbacks and in this case, it's the leg movement. The lower half of the body hardly moves at all and although you can slide backwards and forwards gracefully, it's hardly moving like a butterfly. You're not allowed to dance around the ring at all in fact: it's as if the boxers are mounted on a single set of rails. This is a pity because it really does restrict the gameplay to the forward-punch-back school of fighting, making the gameplay a bit one-dimensional. And, thanks to the Marquis of Queensbury, boxing has rules. Now this is fine and lovely in the real world, in our virtual computer world it's a real handicap. There are no low blows, kicks or weapons allowed – you can't even do any clever martial arts stuff like a Flying-Nike-To-The-Head. The worst, most terrible and unforgivable thing of all is what happens to the loser. When your knock you opponent out with a devastating right hook, breaking his nose in three places and knocking out four of his teeth, what do you think happens? Does he crash to the floor with a bone-crunching thud? No. He just droops forward and stays standing up. Is that pathetic or what? If I beat someone unconscious in the name of sport I want to see them sprawled out on a blood-splattered canvas, not looking like they're checking to see if their shoelaces are undone.



Crash, he's down. A devastating uppercut has put him on the canvas. Or has it?



Oof! A quick jab sends your opponent reeling



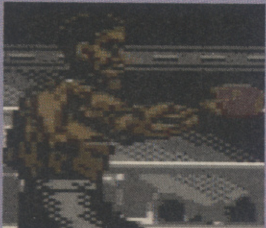
In the final seconds of the final round and the blue boxer's flagging. Will he hold out?

Head to head. The rivals measure each other up before the big fight

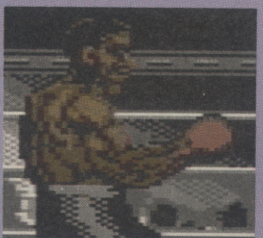
Anyway with ten boxers to face as you claw your way to the top, it should be a tough battle. But, that's probably the most disappointing part of all. The computer boxers are all pretty weedy – most of them are more like Ali Bongo than Muhammad Ali. It only took us two goes at the league before we beat all the boxers – most of them within two minutes. They all have their own styles and levels of intelligence, it's just that these levels aren't very high, know what I mean 'Arry... Having said that, there's much more lastability in it if you fight in two-player mode. After all playing against a friend is excellent fun 'cause there's nothing quite like beating your best mate at boxing, especially when it means you don't have to hurt yourself in the process.

Final Blow is an excellent conversion, probably as good a job as anyone anywhere could have done on the C64. Unfortunately, ultimately it fails to lift the Lonsdale Belt of computer gaming. This is not because the

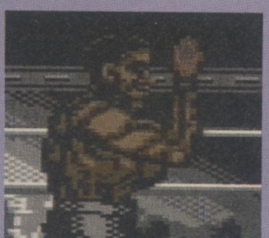
So ya wanna be a boxer...



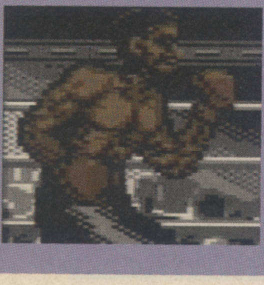
Straight to the head: the most powerful punch in your repertoire. Use it lots for a reasonable chance of a result



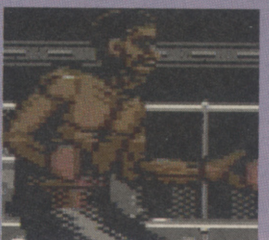
The Jab: catch your opponent off-guard with this fast stabbing shot at the chest. But it's only any use when he's sleeping



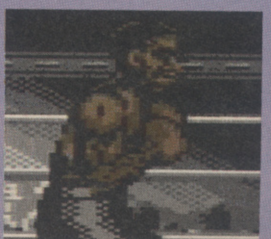
Guard your head: it's your most vulnerable area so keep that glove up whenever you find yourself under attack (ie. often)



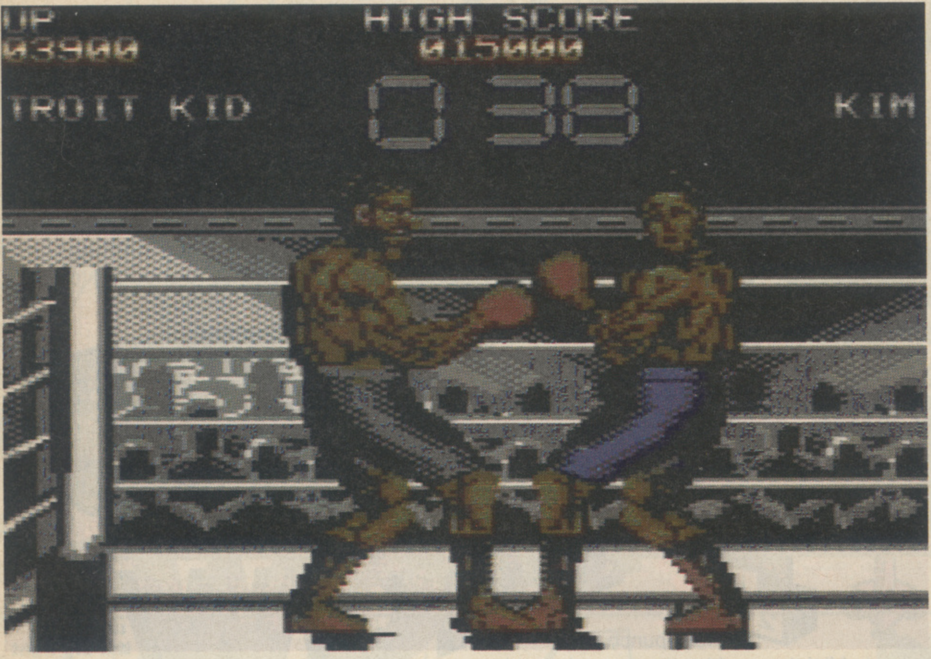
The uppercut: a good brawling move – just get in there and hammer away but beware a head punch from your opponent



The body blow: not a devastating punch, but good for softening up your man up in preparation for the really big punches



On your guard: the standard 'at rest' position which protects your chest and belly. Attack is the best policy though



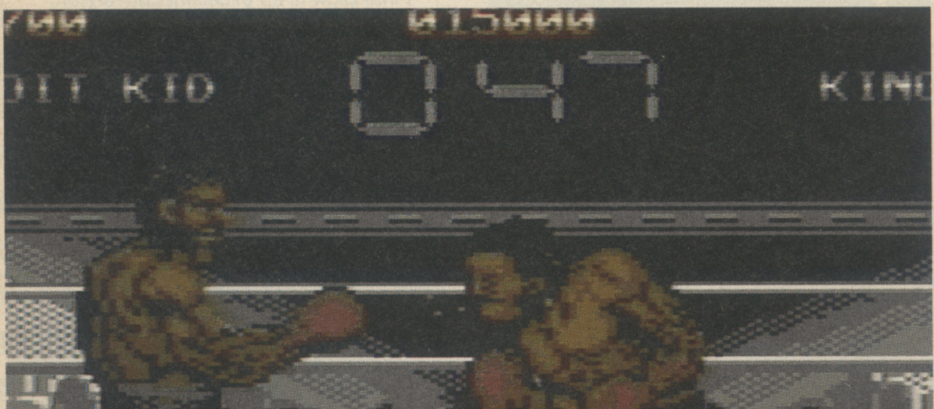
Move like a butterfly (sort of) sting like a bee... another great jab to the head and the blue pretender to the crown is looking ropey. Will he make a comeback, I don't think so...

graphics aren't excellent, or the sound effects aren't bone-crunching enough, or even because the coding isn't slick enough but just because it's not a very good subject for conversion onto the C64. Sometimes you have to accept a game that's worth a handful of 10 pees in an arcade, just doesn't have the lastability needed for £12's worth of home computer game. If you're an avid fight fan, then you'll probably get a blast out of *Final Blow*. With a big bowl of popcorn and a friend to play against, it's probably as much fun as a real thing.

But if, like me, you find the idea of two grown men beating each other senseless in the name of sport, a stupid and faintly nauseating ritual, then the limited gameplay and relative weediness of the computer boxers will make *Final Blow* a loser on points at the final bell. Still, pugilists everywhere can be guaranteed a whacking good time, if not the most sophisticated beat-'em-up ever seen.

PAUL LYONS

Close-up bone crunching as Red moves in for the kill. You can almost hear the teeth break



And oof again! Am I hard or am I hard? Or is it just that the computer boxers are even bigger wimps than I am? If you want a harder fight then get out the gauntlet and challenge a friend

Rocky who?

"So, ya think you're tough, eh kid? Think you're a contender? Well you'll have to beat my boys and seven others just as tough, if ya wanna be the champ..."

Kim Nang: the dancing destroyer from Dakar. Not the most powerful boxers but boy, this man is real fast
Bruise Rating: ○○○

Demon Dave: the crushing cadaver creator from Coventry. A bit slow, but if he hits you, you'll know all about it
Bruise Rating: ○○○○

King Jason: the raving regent from racy Rickmansworth Mad as a raving hatter and a at least squillion times more dangerous.
Bruise Rating: ○○○○○

Game	*Final Blow*
Publisher	*Storm*
Cassette	*£11.99*
Disk	*£15.99*
Release	*November*
Contact	*071 585 3308*

POWER RATING

THE DOWNERS...

- It's just too easy to win
- It all becomes a bit boring too soon and lasting interest is limited
- One type of punch is enough to see off most opponents
- The fact that boxers that don't fall down when knocked-out hardly adds to the realism

100

68%

0

- **The boxers are big, fast and smooth moving sprites with a lot of character**
- **The computer opponents all have different styles of boxing**
- **Atmospheric fight noises and crunching noises**
- **Great as a two-player game**
- **User-definable settings such as round length, number of rounds, etc**
- **Plenty of opponents**

...AND THE UPPERS

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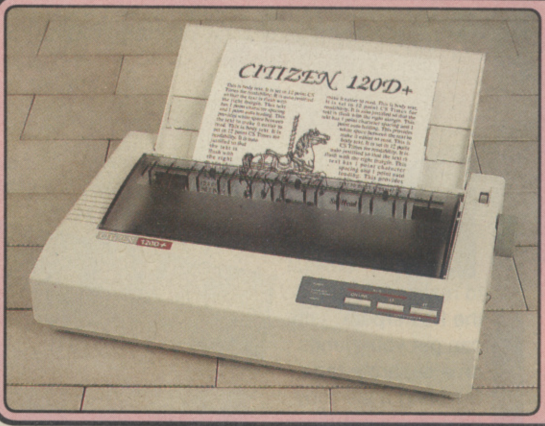

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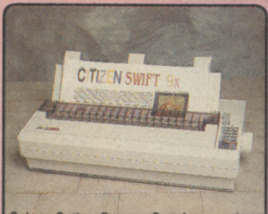

Colour Option Extra - See Accessories

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Colour Option Extra - See Accessories

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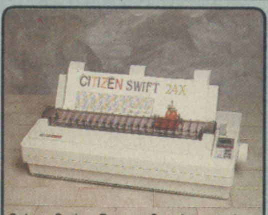

Colour Option Extra - See Accessories

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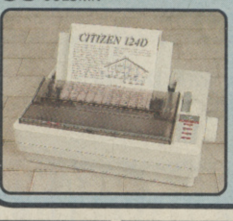

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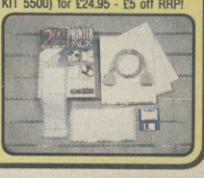

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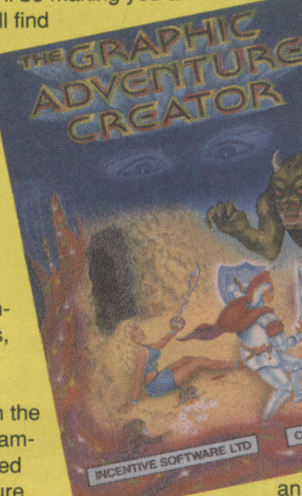
NEXT MONTH

SPECIAL XMAS DOUBLE TAPE OFFER!

Don't miss next month's issue of *Commodore Format*, in which we'll be making you an offer you'll find difficult to resist. As well as the Powerpack, you can get your hands on a separate tape featuring a full copy of Incentive's excellent *Graphic Adventure Creator*.

With *GAC* you can create your own adventure worlds, characters, graphics and games - even if you're not the hottest programmer on the block. It's a mini-programming language designed specifically for adventure creation. Anything you jumble together under *GAC* will be your own work - you might even get it published. As well as the program, and reproduced manual, we'll be running a tips feature which will help you to write fantastic text-based adventures.



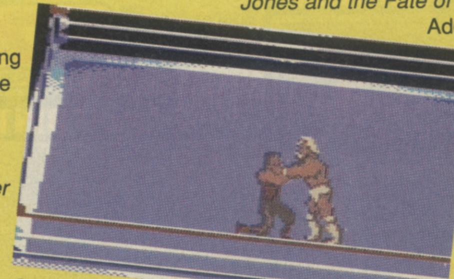
Incentive's *Graphic Adventure Creator* usually costs £14.99. But with next month's *CF*, it's just 75p

But that's not the end of the story. The *CF* Powerpack will feature TWO full games, and TWO up-to-the-minute playable demos including Imageworks' eagerly-awaited beat-'em-up *First Samurai*.

The special double tape issue will cost an extra 75p (bringing the price up to £2.95 for this one-off) but we're sure you'll find it an excellent offer all the same.

REVIEWS FRENZY

Yep, it's that time of the year when there seem to be more games on the shelves than boxes of assorted nuts. We'll be reviewing everything that's in the shops including *The Simpsons - Bart versus the Space Mutants, WWF, Super Space Invaders, The Blues Brothers, Rolling Ronnie, Mega Twins, Double Dragon III, Final Fight, Tilt* and everything else that comes our way. There'll be a few corkers in that little lot.



Get stuck into Hulk Hogan in the no holds barred review next ish...

And, with an eye to the future there'll be previews of, *Robocop III*, *Space Gun* and, hopefully, *Indiana Jones and the Fate of Atlantis*.

Add to that maps and tips aplenty from Andrew Roberts, more competitions, The Mighty Brain, Roger Frames and all the regular favourites, and you've got another cracking *Commodore Format*. See you.

MAKE SURE YOU GET WHAT'S COMING TO YOU - *CF* DELIVERED EVERY MONTH!

Please Mister (or Missus) newsagent, kindly reserve my copy of *Commodore Format* each month, starting with the January issue, on sale from Thursday 18th December. Thank you.

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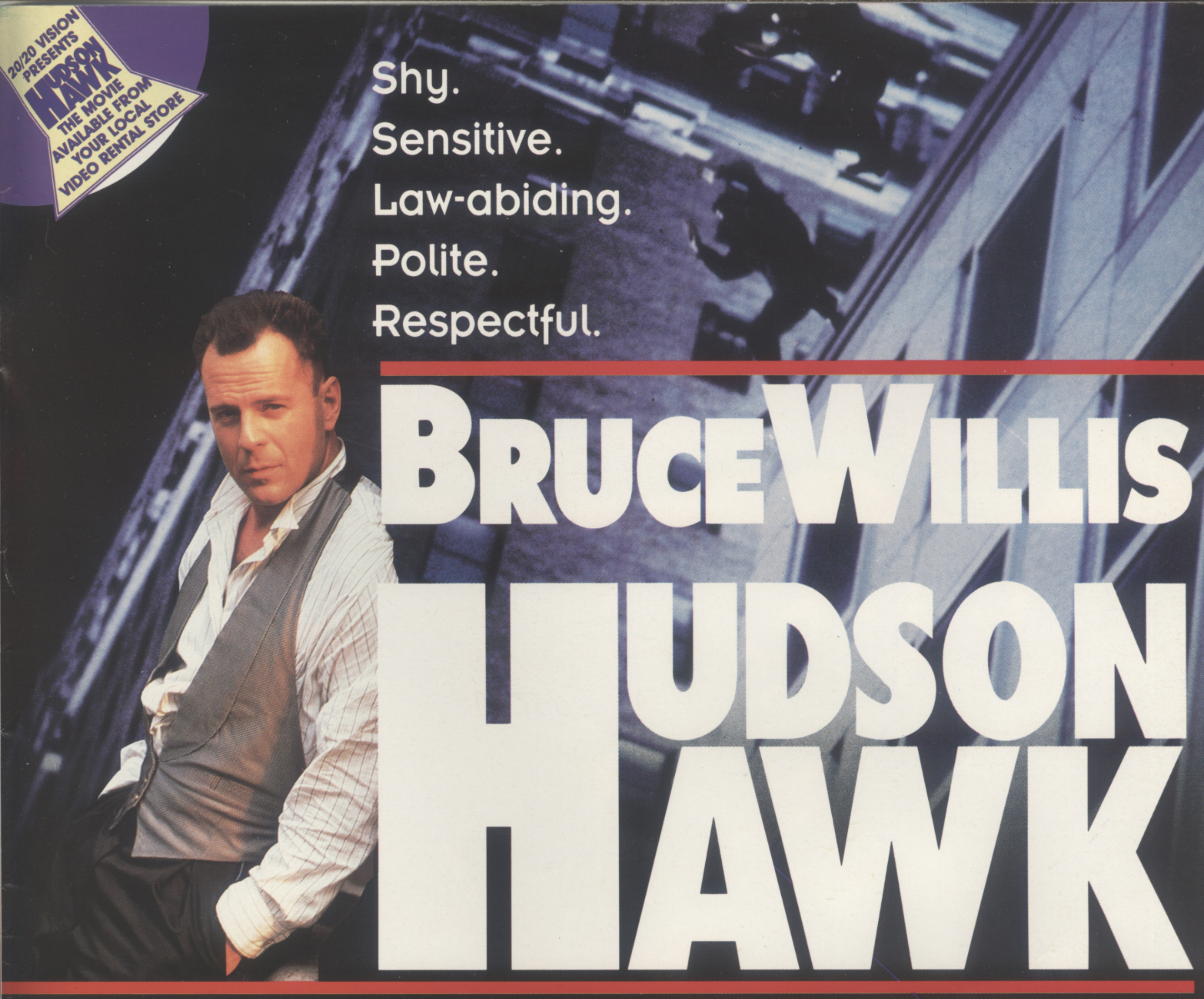
The C64, like most thoroughbreds is highly strung and needs to be fed tasty tidbits of code, games and demos at least once a month if it is to keep in good health and high spirits. Filling in this little coupon and giving it to your nice newsagent will mean when *CF16* comes rolling off the presses to take its position in the annals of publishing history, you are assured of the necessary juicy morsels your C64 requires. Remember, your C64 needs you, so you need *CF* every month...



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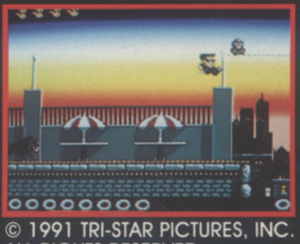

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